The Compleat Alchemist

Fantasy Role-Playing Game Supplement

Stephan Michael Secchi & Steven Cordovano

The Compleat Alchemist

Fantasy Role-Playing Game Supplement

Steven Cordovano & Stephan Michael Sechi

Cover & Inside Art: Joe Bouza
Cover Graphics: Peter Blandori
Calligraphy: Suzee Ryan

Special thanks to the following people for all their help and encouragement:
Butch Taylor: Contributor, Wizard;
Brad Calrowe: Text layout/compression;
Vikki Harris & Francine Even: Besieged typists, proofreaders, saints;
Andy Valle: New England Printers;
Joel Kaye: Legal Eagle.

~and the following play-testers, friends, and fantasy enthusiasts:
Rick Petrone, Fred Dobratz, Simon Shapiro, Catherine Ryan, Butch Taylor, Lisa Petrone, Herb (the rare Herb), Abou Moussah Djaffir, David Propp & John Richards.

"...in 1941, physicists Sherr, Bainbridge, and Anderson transmuted a radioactive isotope of Mercury into pure Gold....."

To Dreams Come True.....

Contents

PART ONE: INTRODUCTION

Foreword 1
The Theory and Practice of Alchemy 1
Creating the Alchemist 1
Conversion Table 2
Abilities of the Alchemist Character 2
Alchemical Procedures 3

PART TWO: INGREDIENTS

Alchemical Measures and Related Signs and Symbols 4
Ciphers 5
Common Herbs and Plants 5
Rare Herbs and Plants 7
Elements and Metals 7
Gemstones 8
Animal Ingredients 8
Alchemical Equipment 10
Inventory Sheet 11
The Alchemist's Log Sheet 12

PART THREE: LEVEL BY LEVEL ALCHEMICAL OPERATIONS

I. Elixirs 13
II. Toxic Powders 15
III. Compounds and Venoms 17
IV. Devices and the Rod of Detection 18
V. Talismans 20
VI. Potions 21
VII. Alchemical Dusts 24
VIII. Solvents 26
IX. Gasses 28
X. Essences and the Philosopher's Stone 29
XI. Contructs 32
XII. Homunculi and Advanced Operations 36

PART FOUR: GAME JUDGE'S NOTES

Game Time 41
Selling/Buying: Mixtures/Devices 41
The Laboratory 42
The Alchemist's Former Master 42
Hirelings 42
Apprentices 43
Alchemists and Wizards 44
Experimentation and the Creation of New Substances 44
Explosion Table 45

PART ONE

FOREWORD

THE COMPLEAT ALCHEMIST was developed to fill what we, the authors of this supplement feel is a glaring gap in the make-up of most Fantasy Role-Playing (FRP) systems and campaigns. Most of the FRP games we have played have contained no lack of wondrous substances, such as potions, dusts, and magical devices. What adventurer in any FRP system has not had cause to fear the seemingly countless varieties of gasses, venoms, acids, and toxic substances which are the bane of the unwary and incautious? Certainly, such substances add excitement and color to the wide range of campaigns which employ them, but where do they all come from? Admittedly, wizards must create some of these product$, but even this doesn't explain how so many potions, dusts, and malevolent substances come to litter the average dungeon or ruin. Who, then, is responsible for the vast profusion of mixtures and devices which exist in these FRP campaigns?

The answer, of course, is the Alchemist. While few game systems have taken the time to explain this character-class, the authors of this supplement feel that the alchemist makes a viable and exciting player (or non-player) character who in many ways is quite unique.

The task of defining the alchemist as a character-type entailed the researching of historical and fictional material, as well as most of the currently popular FRP game systems. A great deal of fascinating, complex, and at times, contradictory information had to be waded through, edited and arranged in some sort of logical order. The result of this research is a character-class that can be assimilated into most FRP games with a minimum of conversion and effort. While a vast amount of formulae and ingredients were necessary additions to this work, several useful charts, an inventory sheet, and a timelog have been included to keep "bookkeeping" to a minimum. You should also find that although the contents of this supplement are pure fantasy, there is a certain sense of logic and order present with regard to the many ingredients and procedures. This "fantalogical" order will soon become evident to the new player/alchemist (or Game Judge), so that in a very short time it will be fairly simple to recall which ingredients go where.

Finally, and in all honesty, the authors of this supplement must duly admit that the alchemist character is probably not for everyone. Some players live for the moment when they can swing their swords in lusty battle, or charge into the teeth of a horde of howling orcs. While such brave and stalwart companions are of great worth, it is our belief that there are other players who can imagine that same horde of orcs after a well-placed vial of Sleep Gas has laid them low. Perhaps they can even imagine what it is like to decipher ancient runes by the light of a Wand of Phosphorescence, transmute lead into the purest gold, or peer into the long-sealed vat which contains their first attempt at creating artificial life. Indeed, imagination may be the only boundary for such players, for the alchemist is both scientist and mystic, realist and idealist, scholar and adventurer.

THE THEORY AND PRACTICE OF ALCHEMY

The study of Alchemy has its roots in the history of such past civilizations as the ancient Egyptians, Arabs, and Greeks. Alchemists like Abou Moussah Djafar, Alfarabi, and Paracelsus, were both physicians and latter-day chemists, and even such famous historical figures as Cleopatra, Thomas Aquinas, and Pope John XXII were reputed to be practioners of the art.

Though the body of alchemical thought varied from age to age, these forerunners of modern chemistry all held the common belief that there was a natural order to all things, and that those who understood this order would be able to alter the very nature of elemental substances. To achieve these ends, alchemists studied all the known fields of physical science and sought to comprehend the powers that exist at the outer reaches of human experience; i.e., the supernatural and/or metaphysical.

For these men and women, Alchemy was the life-long devotion of mind and spirit epitomized by the search for the elusive essence they called the Philosopher's Stone. It was said that those who knew the secrets of this miraculous substance could change base metals into gold, cure all illnesses, and unlock the mysteries of life itself. It was also believed that only the wisest and most dedicated alchemist could ever hope to attain this knowledge, for its very pursuit entailed years of study, and perhaps even the metaphysical ability to influence their experiments by the "projection of will."

In the realm of Fantasy, the alchemist can be thought of as a character who, like his historical counterpart, embraces the principles of physical science and metaphysical doctrines. To put it another way, the alchemist believes in both science and magic, but uses alchemical procedures to create substances which are magical in nature (such as elixirs, potions, etc.). Therefore, though the two fields of Magic and Alchemy are closely related in some aspects, it is erroneous to classify the alchemist as a "magic-user."

For game purposes, the beginning alchemist (like the beginning magic-user) is assumed to have already completed a long, arduous apprenticeship, under the tutelage of a qualified Master. As many as eight years will have been spent learning the basic skills involved in the preparation of ingredients, standard laboratory procedures, and such varied fields as metallurgy, glass-working, and horticulture. A great deal of the apprentice's time will have been devoted to the study of alchemical and magical writings, ancient languages, and plant and animal classification. Under the tutelage of the Master, the apprentice will slowly come to comprehend the natural order of all things, and learn how to use the powers of the Metaphysical Abilities (see Abilities of the Alchemist Character for details). Once these Abilities are fully understood, the period of apprenticeship is considered to be over and the former apprentice will have earned the title of Alchemist. It is at this point that the player/alchemist begins his or her game career.

CREATING THE ALCHEMIST

In order to create an alchemist player character or non-player charater (NPC) who will be suitable for your particular game system, the following guidelines should be used:

1. Determine the race of the character. While most alchemists are human, your Game Judge may allow other racial types to become alchemists.

2. Roll appropriate dice to determine the character's ability scores for your system.

3. Consult your Character Ability Scores and Conversion table to determine the Minimum ability requirements for the character's Prime Requisites.

4. Consult Bonuses table to determine if the newly created character is eligible for any additional considerations.

5. Hit Points (Damage Points, ect.): As per either a beginning magic-user or "normal" character, according to your game system and the character's race.

6. Combat Capabilities: As per beginning magic-user or "normal" character. Alchemists may only use the following weapons:
   a. Dagger
   b. Staff, club, or short sword (only one is allowed)
   c. Sling (or sling staff)
   d. Blowtube (may be used as a "blowgun" at the game judge's option)

7. Defensive (Armor Class) Rating: Determined by your system's evaluation of the following restrictions:
   a. Alchemists cannot use shields.
   b. Only leather armor may be worn.
   c. Alchemists are considered untrained fighters.

8. Social Status, Possessions and Wealth: As per beginning magic-user or "normal" character; according to your game system. See the section entitled "Alchemical Supplies" for a list of some of the equipment used especially by alchemists.

CHARACTER ABILITIES (PRIME REQUISITES)

The most important character abilities (prime requisites) for the Alchemist-Class character are as follows:

Intelligence (INT)

High intelligence is necessary for learning the vast amount of formulae and for the ability to Read Magic and Alchemist's Script.

Dexterity (DEX)

A deft pair of hands is of great importance to the alchemist, since a slip or an accidental spill could mean costly failure or "worse"!

Wisdom (WIS)

The study of alchemy is much more that the retention of formulae and data. Only the wisest of alchemists can ever hope to attain the insight and knowledge needed to fully utilize the Powers of the Elements. If your game system does not use this attribute or one like it (such as power, ego, etc.), you may elect to simply roll up a wisdom rating.

Constitution (CON)

Only a healthy, hearty individual has any chance of surviving the endless exposure to toxins and noxious fumes which are a constant hazard to the practicing alchemist. Those alchemists with high constitution scores will receive further bonuses.

CONVERSION TABLE

For each of the above Prime Requisites, there is a minimum score and a series of High (Bonus) Scores. Use the following Conversion Table to determine the Minimum Ability Scores required as they pertain to your game system. The presence of a letter A, B, C, or D, indicates that the alchemist with this score will receive a Bonus in that area of ability. See the Bonuses Table* (and the text) for details.

3d6 RANGE		d20 RANGE		% RATING	
*(A)	18	(A)	20	(A)	100%
*(B)	17	(B)	19	(B)	94-99%
*(C)	16	(C)	18	(C)	88-93%
*(D)	15	(D)	16, 17	(D)	80-87%
	14 (minimum WIS, INT)		15 (minimum WIS, INT)		75-79%
	13		14		70-74%
	12 (minimum DEX, CON)		13 (minimum DEX, CON)		65-69%

*BONUSES

Intelligence

A = +20% read languages, read magic, identify mixtures, plants, animals.

B = +15% read languages, read magic, identify mixtures, plants, animals.

C = +10% read languages, read magic, identify mixtures, plants, animals.

D = + 5% read languages, read magic, identify mixtures, plants, animals.

Wisdom

A = +20% chance of success for many alchemical operations.

B = +15% chance of success for many alchemical operations.

C = +10% chance of success for many alchemical operations.

D = + 5% chance of success for many alchemical operations.

Dexterity

A = +20% chance of success for operations involving metal, glass-working, etc.

B = +15% chance of success for operations involving metal, glass-working, etc.

C = +10% chance of success for operations involving metal, glass-working, etc.

D = + 5% chance of success for operations involving metal, glass-working, etc.

Constitution

A = +20% (or +4) SAVES vs. poison

B = +15% (or +3) SAVES vs. poison

C = +10% (or +2) SAVES vs. poison

D = + 5% (or +1) SAVES vs. poison

EXPERIENCE AND LEVELS OF ABILITY

If your FRP game system uses experience points and levels, the following table should be used to determine levels and titles. Alchemists' experience point requirements reflect the fact that, when adventuring, they receive only ½ as many experience points as other characters do. On the other hand, alchemists gain experience by creating mixtures, devices, etc. See the Game Judge's Notes section for more information on this subject.

LEVEL	TITLE	EXPERIENCE POINTS
1	INITIATE I	0 - 2,000
2	INITIATE II	2,001 - 5,000
3	INITIATE III	5,001 - 9,000
4	INITIATE IV	9,001 - 15,000
5	SCHOLAR I	15,001 - 25,000
6	SCHOLAR II	25,001 - 50,000
7	SCHOLAR III	50,001 - 85,000
8	ADEPT I	85,001 - 125,000
9	ADEPT II	125,001 - 200,000
10	MASTER 10th Level	200,001 - 300,000
11	MASTER 11th Level	300,001 - 500,000
12	MASTER 12th Level	500,001 - 1,000,000

* 250,000 Experience Points (x.p.) for each additional level.

If your game system does not use experience points or levels as an indicator of character ability, the following system may be employed:

1) Average the character's INT, DEX and WIS scores and convert this figure into a % by: a) multiplying the average by 5.55 (3d6 system) or b) multiplying by 5 (d20 system.) This figure represents the character's Alchemical Proficiency Rating (APR). A beginning character's APR can never exceed 100%.

2) Interpreting the term "Level" to mean "degree of difficulty", it will be understood that no character can safely perform higher level (more difficult) operations until he or she has sufficient ability (APR) and experience. (q.v. 5)

3) A character may improve his or her APR by performing successful alchemical operations. Each successful operation improves a character's APR by 2%.

4) Once a character's APR has increased sufficiently, he or she will be able to safely attempt operations of the next level of difficulty. Minimum APR necessary for each level of operations is as follows:

LEVEL I: no minimum	LEVEL V: 200%	LEVEL IX: 430%
LEVEL II: 120%	LEVEL VI: 250%	LEVEL X: 500%
LEVEL III: 150%	LEVEL VII: 310%	LEVEL XI: 525%
LEVEL IV: 170%	LEVEL VIII: 360%	LEVEL XII: 550%

5) Characters who wish to attempt an operation with an APR rating higher than their own must subtract their current APR from the minimum APR listed for the operation in question. This figure must then be subtracted from the CHANCE OF SUCCESS listed for that operation. Furthermore, the CHANCE OF EXPLOSION (if any) will increase by +1% for each 5% difference between the character's APR and the minimum APR of the operation being attempted (see PART THREE) for details concerning level-by-level operations).

.....

If your game system uses experience points, but uses IQ (instead of Level) as an indicator of ability, you may opt to ignore the section on Prime Requisites. In this case, the following system may be employed:

1) Consider the terms INT and WIS to be the same as IQ. Beginning alchemists must have the minimum IQ required by your game system.

2) Interpreting the term "Level" to mean "level of ability", alchemists can be allowed to move on to the next Level of operations each time they improve their IQ by one point.

3)Use your game system's method of awarding experience points, optionally awarding additional e.p. for successful operations. If you do decide to award extra e.p. in such cases, you can divide the listed x.p. for each operation by ten.

.....

NOTE

Due to the vast difference between F.R.P. game systems, a certain amount of experimentation (or compromise) may be necessary before you can use this supplement in your own F.P.R. campaign. In such cases it is well to remember that THE COMPLEAT ALCHEMIST was created to supplement, not supersede the rules and guidelines of your favorite F.P.R. game. Feel free to change or modify any of the "rules" or information listed in this supplement as you deem necessary. If you have any questions or comments, feel free to write us at:

BARD GAMES
P.O. BOX 7424
GREENWICH, CT 06836

Any inquiries which include a self-addressed, stamped envelope will be promptly answered.

-The Authors

ABILITIES OF THE ALCHEMIST CHARACTER

First level alchemists have several abilities which are the direct result of the eight year period of apprenticeship which each of them have served. These abilities can be divided into three categories:

1. Learned Abilities

   These are skills which all alchemists learn from the Master whom they have apprenticed under, and are the result of extensive study, practice and memorization. They include:

   a. The Ability to Read and Write Alchemist's Script - This complex and ancient written language can only be read by members of the alchemist profession, for the script is based on a system of symbols and secret code words. All books, formulae, and papers of the alchemist will always be written in this script.

   b. The Ability to Read Languages - Due to the extensive readings and research which all alchemists do, they are exposed to many ancient and obscure languages. The result of this exposure and research is that the alchemist has a 30% (+Intelligence Bonuses, if any) chance of being able to read any language. This skill improves by +5% per level.

c. The Ability to Read Magic - Alchemists frequently research magical tomes and writings and even collaborate with magic-users on certain projects (see Game Judges Notes). Consequently, alchemists have a 30% (+Intelligence Bonuses, if any) chance of being able to read any magical writings. This skill improves by +5% per level, and when a 100% Read Magic capability has been reached, the alchemist will be able to cast spells from scrolls or books. Note that there is a 5% (+1% per level of the spell) chance that an alchemist trying to cast a spell in this manner, will misread the incantation, causing the spell to fail or backfire.

d. Knowledge of all Common Herbs and Plants, and the Ability to Identify Them on Sight.

e. The Ability to Identify Mixtures by Test - This procedure takes from 2-5 (d4+1) minutes to complete and requires the use of an alchemical Test Kit (See Alchemical Equipment) which includes several small vials, litmus papers, eye dropper, etc. The kit may only be used to identify Elixirs, Toxic Powders, Potions or Alchemical Dusts. Chance of success: 60% (+Intelligence Bonuses, if any). This skill improves by 5% per level, up to a 95% maximum.

2. Metaphysical Abilities

These abilities are the direct result of the alchemist's delvings into the greater meanings and spiritual nature of the physical world. They include:

a. The Ability to Isolate and Utilize Rare Earths - Rare Earths are easily the most important of all the alchemical ingredients, as they are the substances upon which the alchemist "focuses" his or her will when performing an experiment, and the catalyst which allows the alchemist to unleash the innate powers of other ingredients. Rare Earths consist of such elemental substances as Antimony, Cinnabar, Pitchblende, and various salts and metal oxides. They also contain trace amounts of all the elements, and can be found in small quantities in all types of soil and sand. While Rare Earths are indistinguishable from fine soil to non-alchemists, an alchemist will easily be able to isolate 1-4 (d4) drams of Rare Earths merely by sifting through any type of soil for one hour. (This Metaphysical Ability may be used only 1x per day). Alchemists are the only characters who are capable of utilizing the powers of Rare Earths.

NOTE: As the ability to utilize Rare Earths can only be used 1x per day, alchemists may only activate (enchant) one alchemical mixture per day, regardless of level or the time required to complete a given operation.

Non-alchemists who attempt to perform any alchemical operations (even using the correct ingredients) will not be successful. The only exception to this rule is that certain spell casters are capable of some alchemical operations (see Game Judge's Notes for details).

b. The Ability to Locate Plants: This is actually a combination of learned and metaphysical abilities. Since alchemists learn a great deal about herbs, plants, and the terrain types they are most likely to be found in, they can sometimes (at the Game Judge's option) find small quantities of useful plants in their appropriate terrains. At least an hour of game time is required for searching a given area. When the metaphysical ability to Locate Plants is used, however, the alchemist will almost always (90%) find 1-4 (d4) drms. of any common herb or plant desired. Note that the chance of locating rare herbs and plants is only 25% (+Intelligence Bonuses, if any), and that alchemists can only Locate Plants 1x per day.

c. The Ability to Identify Plant/Animal Type: As per above, this is a combination of different abilities and the knowledge gained through years of study and apprenticeship. When an alchemist utilizes this metaphysical ability, he or she will be able to learn certain information about any unknown plant or animal (including monsters) by simply observing them for a period of at least one full minute. The Game Judge will roll percentile dice, and reveal information to the player/alchemist according to the % figure rolled. For instance:

0 - 10% = General Information: such as size, color, species type (trailing herb, flowering plant, bi-pedal mammal, wingless bird, etc.)

11 - 89% = Detailed Information: such as whether or not a plant is poisonous, what known plant or animal the unknown plant/animal most resembles, the approximate damage of a creature's bite, claws, etc.

90 - 100% = Exact Information: everything except the plant/aminal's name will be revealed; the possible uses of a given plant, the exact type of poison, whether or not a creature is likely to possess magical or special attacks/defenses, ect.

Note that like the other metaphysical abilities, Identify Plant/Animal may only be used 1x per day. Game Judges may elect to add Intelligence bonuses (if applicable) to the % die roll used for this ability.

3. Acquired Abilities

These abilities are those which the alchemist gains through experience and include the many different operations which are learned as the alchemist progresses upward in level. The level-by-level Acquired Abilities are described in Part Three, utilizing this format:

Level: (See Experience and Levels of Ability)

A brief explanation of the operation and its objective.

Procedures: A listing of the various processes which will have to be undertaken in order to complete the operation. The list varies according to which operation is being performed, and will consist of one or more of the following procedures; (See ALCHEMICAL EQUIPMENT for descriptions/prices).

a. Weighing: Determine the proper amount of a given ingredient by its weight.
Equipment: balance and weights.

b. Powdering: Grinding materials into a fine powder. Equipment: mortar and pestle.

c. Mixing: Simple stirring for dry mixtures; mixing into solution for liquid mixtures. Equipment: bowl, beaker, cauldron, etc.

d. Simple Heating: Done over any fairly hot fire. Equipment: bowl, beaker, cauldron, tongs, bellows, brazier.

e. Smelting: Melting down metals into a molten state. A very hot fire is needed for this procedure. Equipment: crucible, tongs, bellows.

f. Casting: Pouring molten metals into molds of various shapes. Equipment: set of jeweler's molds or specially made mold, tongs.

g. Metal-Working: Fashioning, hammering, shaping, pieces of metal. Equipment: set of jeweler's tools.

h. Glass-Working: Cutting, blowing, shaping glass. A very hot fire is needed. Equipment: glass-working tools.

i. Polishing: Burring, grinding to create a smooth surface on glass or metal items. Equipment: glass-working, jeweler's tools.

j. Calcination: Heating metals in order to oxidize them in preparation for powdering. This procedure must be done in the Alchemist's Fire. Equipment: crucible, bellows, tongs.

k. Distillation: Purifying liquid mixtures by heating, drawing off vapors, and allowing the vapors to cool and return to liquid form. A fairly hot fire is needed. Equipment: retort, bellows, tongs, beaker, brazier.

l. Fermentation: Allowing a mixture to sit and mature for a period of time. Equipment: sealable jar, bottle, vial, flask, etc.

m. Subjecting to the Alchemist's Fire: Exposing to the intense heat of the Alchemist's Fire for an extended period of time in order to achieve a desired alchemical reaction. Equipment: bowl, beaker, cauldron, tongs, bellows, brazier.

n. Gasification: Subjecting an Alchemical Dust to standard solvent (acid) and low heat until the mixture dissolves into gaseous form. Equipment: sealed (air-tight) alembic, brazier, bellows, tongs.

o. Sublimation: Passing materials from solid to liquid to gaseous form and back (several times over) by subjecting them to diluted doses of universal solvent positive and negative and the Alchemist's Fire. Equipment: sealed (air-tight) alembic, brazier, bellows, tongs.

p. Dousing: Subjecting a device, article of clothing, piece of jewelry, weapon, etc., to daily sprinkling and "washing." This procedure is only done with certain of the liquid Essences. (See level X). Equipment: no special equipment needed.

TIME: Time needed to complete the operation.

YIELD: Quantity of the objective which any given operation will produce.

RESTRICTIONS/COMMENTS: Additional information or rules.

CHANCES OF SUCCESS: Listed as a %, often with bonuses for player/alchemists with high ability scores. Additionally, alchemists add 5% to this figure for each level of experience (above the operation's level) which they gain.

CHANCE OF EXPLOSION: Also listed as a %, and occasionally with modifiers. A "positive" die roll result means that the EXPLOSION TABLE must be consulted. (See Game Judge's Notes).

TYPES OF .....: A listing of different objective types, along with added ingredients which may be needed.

PART TWO

INGREDIENTS

This section contains lists of all the most commonly used alchemical ingredients, their innate properties, and what they will cost if they can be found in an herbalist's or alchemist's shop. The rather high prices reflect the fact that these ingredients take time to gather, prepare and preserve. Some are difficult (at best) to obtain, while others may be very rare in some area. See the Game Judge's Notes section for more detailed information on the availability of specific ingredients.

ALCHEMICAL MEASURES (AND RELATED SIGNS AND SYMBOLS)

Note: The following section has been included for those players and/or judges who wish to add a bit of "color" to their campaign, and to serve as an explanation of the system of weights and measures commonly used by the alchemist. Signs and symbols may be substituted for abbreviations whenever the player or Game Judge desires.

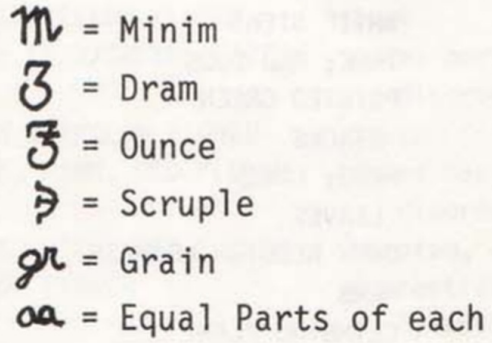
APOTHECARIES' MEASURE (LIQUIDS)

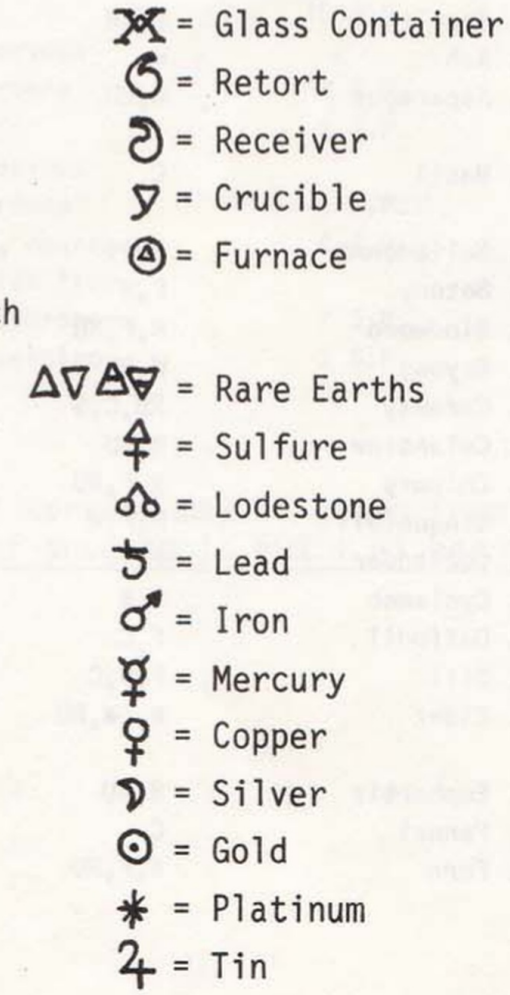
60 minims	=	1 fluid dram
8 fluid drams	=	1 fluid ounce
16 fluid ounces	=	1 pint
8 pints	=	1 gallon

APOTHECARIES' WEIGHT (SOLIDS)

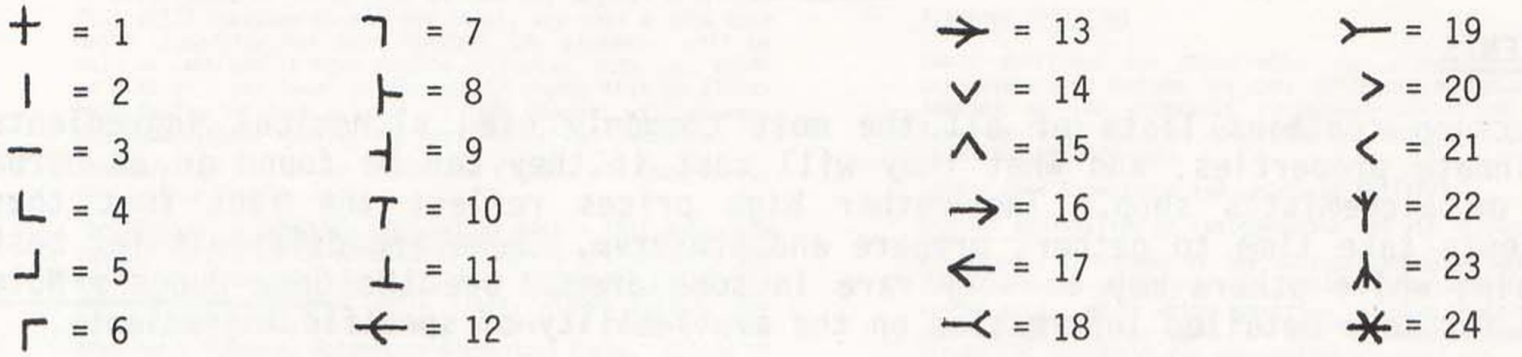
20 grains	=	1 scruple
3 scruples	=	1 dram
8 drams	=	1 ounce
12 ounces	=	1 pound

SIGNS AND SYMBOLS





CIPHERS



COMMON HERBS AND PLANTS

HERB AND PLANT TERRAIN KEY*

R - ROADSIDES
S - SLOPES
F - FIELDS, MEADOWS
W - WOODS
B - BEACHES
D - DESERT, DRY PLAINS
SW - SWAMPLAND
RB - RIVERBANKS, STREAM BEDS
C - CULTIVATED AREAS
RU - RUINS
G - GRAVEYARDS, BARROWS
U - UNDERGROUND

NAME	*TERRAIN TYPE	IDENTIFYING FEATURE	USES/POWERS	COST/oz (8 drs.)
1. Absinthe	F	SHRUB	causes memory loss	10 G.P.
2. Agrimony	F,W,R	YELLOW FLOWERS	cures blood diseases	3 S.P.
3. Amaranth	F	PURPLE FLOWERS	stops hemorrhaging	5 S.P.
4. Anemone	F,W,S,	SPIDERY, WHITE FLOWER	cures eye problems	3 S.P.
5. Angelica	B,SW	WHITE STEMS	cures lung disorders	3 S.P.
6. Ash	W	TREE; RED BUDS	buds; magic resistance	5 S.P.
7. Asparagus	C,RU	POINTED GREEN STACKS	cures paralysis	1 S.P.
8. Basil	C	HERB; GREEN LEAVES	draws poison	2 S.P.
9. Belladonna	RU	DARK REDDISH LEAVES	flying	1 S.P.
10. Betony	F,W	HERB	strength	5 S.P.
11. Bindwood	R,F,RB	CLIMBING PLANT	eases pain	1 S.P.
12. Bryony	W,RU	WILD GRAPE	healing properties	5 S.P.
13. Caraway	RB,C,S	LIGHT BROWN SEEDS	aphrodisiac	2 S.P.
14. Celandine	R,RU	YELLOW FLOWERS	charms	4 S.P.
15. Chicory	R,F,RU	SPINY LEAVES	friendship	1 S.P.
16. Cinquefoil	R,F,W	5-LOBED LEAVES	charisma	5 S.P.
17. Coriander	F,C	SEED-LIKE FRUIT	cures disease	4 S.P.
18. Cyclamen	F,W	HEART-SHAPED LEAVES	mild poison	5 S.P.
19. Daffodil	F,C	YELLOW FLOWERS	healing	3 S.P.
20. Dill	F,W,C	HERB	love potion, aphrodisiac	2 S.P.
21. Elder	W,SW,RU	TREE; RED BERRIES	(berries) witchcraft resist.	5 S.P.
22. Euphorbia	R,RU	CACTUS-LIKE PLANT	heroism	7 S.P.
23. Fennel	C	HERB, YELLOW FLOWERS	protection from spirits	5 S.P.
24. Fern	W,F,RU	GREEN FRONDS	invisibility	5 S.P.

COMMON HERBS AND PLANTS (cont'd)

	NAME	TERRAIN TYPE	IDENTIFYING FEATURE	USES/POWERS	COST/oz (8 drs.)
25.	Garlic	F,C	BULBOUS ROOT	protection from vampires	1 S.P.
26.	Ginseng	W	GNARLED ROOT	aphrodisiac	10 G.P.
27.	Hellebore	W	EVERGREEN-PURPLE FLOWER	remedy; love-sickness	2 S.P.
28.	Hemlock	SW,M,S, W,RB	WEED; WHITE FLOWERS	flying	5 S.P.
29.	Henbane	RU	HAIRY, COARSE PLANT	evokes spirits	6 S.P.
30.	Jasmine	W	FLOWERING SHRUB	love potions, aphrodisiac	10 G.P.
31.	Laurel	W,M	EVERGREEN	protection from lightning	2 S.P.
32.	Liverwort	W	BLUE FLOWER	paralysis	5 S.P.
33.	Lotus	SW	WATERLILLY (UNCOMMON)	luck	2 S.P.
34.	Mandrake	W,F	HUMAN-SHAPED ROOT	poison (ingested)	5 S.P.
35.	Mistletoe	W	WHITE BERRIES	lock-picking	1 S.P.
36.	Monkshood	W	PURPLE FLOWER	poison	5 S.P.
37.	Mugwort	RU	LEAFY PLANT	premonition	10 S.P.
38.	Myrtle	W,M	EVERGREEN; DARK BERRIES	charm	4 S.P.
39.	Nettle	F,W,S,R, RU,M	PLANT; STINGING HAIRS	protection from evil	1 S.P.
40.	Nightshade	W	BELL-LIKE, PURPLE FLOWER	hallucinogen (poison)	5 S.P.
41.	Peony	C,W	FLOWERING PLANT	cures insanity	4 S.P.
42.	Purslane	R,W,F	TRAILING HERB	detect illusions	5 S.P.
43.	Rowan	M	MOUNTAIN ASH	protection from necromancy	7 S.P.
44.	Saffron	D	ORANGE/YELLOW FLOWER	luck	10 S.P.
45.	Sage	W,S	HERB; GRAY/GREEN LEAVES	cures nervous disorders	3 S.P.
46.	Sunflower	F	BLACK & YELLOW FLOWER	truth	2 S.P.
47.	Thyme	S,C	WHITE, PINK, RED FLOWER	cures nervous disorders	4 S.P.
48.	Vervain	R,C,	SPIKED STEM, RED FLOWER	heroism, courage	6 S.P.
49.	Wolfshane	W	YELLOW FLOWER	protection from lycanthropes	7 S.P.
50.	Yellow Melilot	W	YELLOW FLOWER	causes vertigo	7 S.P.

NOTE: Common herbs and plants are found in cultivated (C) terrain may be grown from seeds by any alchemist or herbalist. Base chance of success is 60% + 5% per level of ability.

RARE HERBS AND PLANTS

NAME	TERRAIN TYPE	IDENTIFYING FEATURE	USES/POWERS	COST/oz(8 drs.)
1. Black Lotus	SW	BLACK WATER-LILLY	extra-sensory awareness (cumulative 1% chance of addiction per use)	500 G.P.
2. Black Mushroom	RU,SW,G,U	BLACK FUNGUS	hallucinations, madness	150 G.P.
3. Cleric's Cowl	W,M,S	HOOD-SHAPED LEAVES	poison antidote	100 G.P.
4. Contrary Vine	W,RU	MULTI-COLORED FLOWER	pollen; reverses behavior	150 G.P.
5. Deadman	RU,G,U	PALE, WHITE LEAVES	deadly contact poison	300 G.P.
6. Fire Lilly	D	RED, 7-LOBED LEAVES	protection from fire	175 G.P.
7. K'Tallah Plant	SW,R	GRAY/GREEN LEAVES	vision of the future (cumulative 5% chance of addiction per use)	500 G.P.
8. Prophet Tree	M	TREE; RED FRUIT	premonition	125 G.P.
9. Shrinking Violet	SW,R	PURPLE FLOWER	shrinking, diminution	100 G.P.
10. Skullcap	SW	WHITE FLOWERS	poison (systemic)	150 G.P.
11. Snow Lilly	M	STAR-SHAPED FLOWER	protection from cold	175 G.P.
12. Spider Plant	W,RU	THIN MULTI-LOBBED LEAVES	climbing	125 G.P.
13. Sprite Bane	W	SMALL, BLUE FLOWERS	sprite deterrent	50 G.P.

ELEMENTS AND METALS

NAME	INNATE PROPERTIES	COST/oz.(8 drs.)
RARE EARTHS	organic and elemental activators	800 G.P.
LODESTONE	attraction, repulsion	10 G.P.
SULFUR	healing, bonding	5 G.P.
LEAD	stasis, magic resistance	1 G.P.
MERCURY	reversal, change	10 G.P.
TIN	rulership, control	1 S.P.
IRON	strength, aggression	1 S.P.
COPPER	protection, passivity	*
SILVER	magical activator 3nd order	*
GOLD	magical activator 2rd order	*
PLATINUM	magical activator 1st order	*

* = cost determined by your particular game system

GEMSTONES

TYPE	INNATE PROPERTIES	COST/carat (ct.)
AGATE	truth	10 S.P.
AMETHYST	emotional influence	10 G.P.
DIAMOND	light, true-seeing	50 G.P.
EMERALD	spiritual protection, luck	75 G.P.
JADE	longevity, life force	5 G.P.
MALACHITE	influence over water, sea	15 G.P.
MOONSTONE	cold, ice	5 G.P.
ONYX	darkness, invisibility	10 G.P.
PEARL	wisdom, knowledge	2 G.P.
RUBY	heat, fire	30 G.P.
SAPPHIRE	influence over air, winds	25 G.P.
TURQUOISE	influence over earth, stone	10 G.P.

ANIMAL INGREDIENTS

SUBSTANCE	INNATE POWERS	COST/drs.(Fluid or Solid)
Basilik Eye	flesh to stone	350 G.P.
Chimera Wing	flight	250 G.P.
Cockatrice Claw	petrification	350 G.P.
Demon's Heart	magic resistance	500 G.P.
Devil's Horn	fear	600 G.P.
Djinni Hair	gaseous form	500 G.P.
Doppleganger's Brain	e.s.p.	100 G.P.
Dragon Bones	fear	200 G.P.
Dryad Hair	charm	150 G.P.
Efreeti Horn	illusion	400 G.P.
Elf's Blood	night vision	40 G.P.
Gargoyle Horn	immunity to petrification	200 G.P.
Ghoul's Tongue	paralysis	150 G.P.
Ghost (thread of garments)	age	400 G.P.
Giant's Blood	strength	300 G.P.
Goblin Blood	night vision	2 G.P.
Gorgon Tooth	flesh to stone	250 G.P.

ANIMAL INGREDIENTS (cont'd)

SUBSTANCE	INNATE POWERS	COST/drs.(Fluid or Solid)
Griffon Feather	flight	200 G.P.
Harpy's Tongue	charm	350 G.P.
Hippogriff Feather	flight	350 G.P.
Imp's Blood	detect magic	250 G.P.
Leprechaun's Hair	invisibility	300 G.P.
Lycanthrope Blood	protection from Lycanthropes	200 G.P.
Manticore Wing	flight	250 G.P.
Medusa's Eye	flesh to stone	400 G.P.
Merman's Tail (scale from)	water breathing	150 G.P.
Minotaur's Horn	rage	200 G.P.
Mummy (flesh of)	immunity to cold	300 G.P.
Ogre's Blood	strength	20 G.P.
Orc's Blood	night vision	4 G.P.
Pegasus Blood	speed	400 G.P.
Pixie Hair	invisibility	250 G.P.
Roc's Feather	flight	350 G.P.
Saint's Hair or Bones	protection from evil	1,000 G.P.
Salamander Scales	immunity to fire	450 G.P.
Satyr's Pipe (powdered)	sleep (magical)	300 G.P.
Scorpion Tail	poison	2-8 G.P.
Snake Venom	poison, antidote for same	3-12 G.P.
Spider Venom	poison, antidote for same	3-12 G.P.
Sprite Hair	charm	200 G.P.
Sylph Hair	invisibility	400 G.P.
Titan's Blood	strength	500 G.P.
Triton's Tail (scale from)	water breathing	200 G.P.
Troll's Blood	regeneration	40 G.P.
Unicorn's Horn	immunity to poison	1,000 G.P.
Vampire's Blood	gaseous form	500 G.P.
Wight's Skull	immunity to control spells	300 G.P.
Wyvern's Tail	poison	200 G.P.
Yeti Hide	immunity to cold	300 G.P.
Zombie's Bones	immunity to control spells	100 G.P.

ALCHEMICAL EQUIPMENT

While many of these items are considered covered under "Lab Costs", they are included here for reference purposes and for the odd times when an alchemist may require an item or two while on adventure. Costs and availability may vary according to locale.

ITEM	DESCRIPTION/USE	COST
ALEMBIC	distillation device (air-tight)	1 G.P.
APOTHECARY JARS	glass containers; storing herbs, etc.	12/1 G.P.
BALANCE AND WEIGHTS	scales for weighing ingredients	25 G.P.
BEAKERS	fluid containers (open)	12/10 S.P.
BELLOWS	for fanning fires	5 S.P.
BLOWTUBE	for use w/POWDERS, DUSTS	2 G.P.
BRAZIER	container for burning coals	2 S.P.
CAULDRON	large mixing kettle	2 S.P.
CRUCIBLE	melting pot for metals	1 G.P.
CRUET	glass bottle for fluids, oils	12/2 S.P.
CUSPS*	small glass lenses; fit over eye	pr. /5 G.P.
FUNNEL	inverted glass cone	12/2 S.P.
GLASS-WORKING TOOLS	tools for blowing, fashioning glass	25 G.P.
LENS*	magnifying device (concave)	10 G.P.
MORTAR & PESTLE	for powdering ingredients	1 G.P.
PARCHMENT	for notes, formulae	20/1 S.P.
PRISM*	light-refracting device	10 G.P.
QUILL/INK	writing implements	1 S.P.
RETORT	distillation device (open-ended)	1 G.P.
TONGS	metal clamps; handling hot glassware, etc.	1 S.P.
VAT (COPPER)	large tank w/lid - (per. cu. ft.)	5 G.P.
VIAL (GLASS)	sealable containers; fluids, solvents	12/4 S.P.
VIAL (PORCELAIN)	" " " "	12/2 S.P.
VIAL (STEEL)	" " " "	12/2 G.P.
JEWELERS TOOLS	metal-working, jewelry-making tools & dies	set/25 G.P.
BANDOLIER BELT	holds up to 10 vials (wt., 5 lbs., full)	10 G.P.
TEST KIT	litmus papers, etc. (for POTION ANALYSIS)	10 G.P.

*These items can only be made/used by alchemists, and so are sometimes quite difficult to obtain. (See Game Judge's Notes).

INVENTORY

VEGETABLE

drams	Common Herbs
	Absinthe
	Agrimony
	Amaranth
	Anemone
	Angelica
	Ash
	Asparagus
	Basil
	Belladonna
	Betony
	Bindweed
	Bryony
	Caraway
	Chicory
	Cinquefoil
	Coriander
	Cyclamen
	Daffodil
	Dill
	Elder
	Euphorbia
	Fennel
	Fern
	Garlic
	Ginseng
	Hellebore
	Hemlock
	Henbane
	Jasmine
	Laurel
	Liverwort
	Lotus
	Mandrake
	Mistletoe
	Monkshood
	Mugwort
	Myrtle
	Nettle
	Nightshade
	Peony
	Purslane
	Rowan
	Saffron
	Sage
	Sunflower
	Thyme
	Vervain
	Wolf's Bane
	Yellow Melilot

drams	Rare Herbs
	Black Lotus
	Black Mushroom
	Cleric's Cowl
	Contrary Vine
	Dead Man
	Fire Lilly
	K'tallah Plant
	Prophet Tree
	Skullcap
	Snow Lilly
	Spider Plant
	Sprite Bane

MINERAL

drams	Gem Stones
	Agate
	Amethyst
	Diamond
	Emerald
	Jade
	Malachite
	Moon Stone
	Onyx
	Pearl
	Ruby
	Sapphire
	Turquoise

drams	Metals
	Copper
	Gold
	Iron
	Lead
	Lodestone
	Mercury
	Platinum
	Rare Earth
	Silver
	Sulfur
	Tin

ANIMAL

drams	Animal Ingredients
	Basilisk Eye
	Chimera Wing
	Cockatrice Claw
	Demon's Heart
	Devil Horn
	Djinni Hair
	Dopplegänger Brain
	Dragon Bone
	Dryad Hair
	Efreeti Horn
	Elf Blood
	Gargoyle Horn
	Ghoul Tongue
	Ghost Shroud
	Giant Blood
	Goblin Blood
	Gorgon Tooth
	Griffon Feather
	Harpy Tongue
	Hippogriff Feather
	Leprechaun Hair
	Lycanthrope Blood
	Manticore Wing
	Medusa Eye
	Merman's Tail (scale)
	Minotaur Horn
	Mummy Flesh
	Ogre Blood
	Orc Blood
	Pegasus Blood
	Pixie Hair
	Roc Feather
	Saint's Hair or Bone
	Salamander Scales
	Satyr's Pipe
	Scorpion Tail
	Snake Venom
	Spider Venom
	Sprite Hair
	Titan Blood
	Triton's Tail (scale)
	Troll Blood
	Unicorn Horn
	Vampire Blood
	Wight Skull
	Yeti Hide
	Zombie Bones

(PERMISSION GRANTED TO PHOTOCOPY)

ALCHEMIST'S LOG SHEET

Week #	EXPERIMENT IN PROGRESS.....	RESULT(S)/ YIELD/ COMMENTS
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
17		
18		
19		
20		
21		
22		
23		
24		
25		
26		

(PERMISSION GRANTED TO PHOTOCOPY)

PART THREE

Level 1

First level alchemists are able to use herbs and plants to create ELIXIRS, which are basically lesser-strength potions. With the exception of cures, minor healing and antidotes, all ELIXIRS have a duration of 5-10 (d6+4) minutes.

MATERIALS: Variable. ALL ELIXIRS begin with a fluid base of 1 oz. clear water, and 1 dr. of RARE EARTHS.

PROCEDURE: Weighing, Powdering, Mixing.

TIME: 15 minutes; 5-10 (d6+4) minutes if ingredients have been previously weighed out and kept in vials or packets.

YIELD: One ELIXIR per operation.

RESTRICTIONS/COMMENTS: ELIXIRS can be made in or out of the laboratory.

CHANCE OF SUCCESS: 75% (+ DEX Bonuses, if any)

CHANCE OF EXPLOSION: Nil

TYPES OF ELIXIRS WHICH CAN BE MADE

1. Amnesia: 6 drs. Absinthe. Causes temporary memory loss.
2. Aphrodisiac: 1 dr. each of Caraway, Dill, Ginseng, and Jasmine. SAVE, or victim falls in love with the first person in sight. Duration: 1-4 hrs.
3. Aphrodisiac Antidote: 4 drs. Hellebore. 75% effective.
4. Charisma: 4 drs. Cinquefoil. Temporarily increases charisma by 1-4 points.
5. Cure Blindness: 4 drs. Anemone. 75% effective.
6. Cure Disease Type A: 4 drs. Angelica. Cures lung disorders. 75% effective.
7. Cure Disease Type B: 4 drs. Agrimony. Cures blood diseases. 75% effective.
8. Cure Disease Type C: 2 drs. each of Coriander, and Thyme. Cures nerve disorders. 75% effective.
9. Cure Insanity: 4 drs. Peony. 75% effective.
10. Cure Paralysis: 4 drs. Asparagus. 75% effective.
11. Detect Illusions: 4 drs. Purslane. Range: 20 ft.
12. Flying: 2 drs. each of Belladonna and Hemlock.
13. Friendship: 2 drs. each of Chicory and Celladine. All creatures within 20 ft. must SAVE or behave only in a friendly manner towards the drinker of this ELIXIR.
14. Heroism: 2 drs. each of Euphorbia and Vervain. Temporarily doubles the combat capabilities of the drinker, i.e. chance to hit, attack, but not damage.
15. Invisibility: 4 drs. Fern.
16. Lock-picking: 4 drs. Mistletoe. Adds 20-50% (D4+1x10) lock-picking ability to any character (even those with no previous ability).

17. Luck: 2 drs. each of Saffron and Lotus. Adds +1 or (+5%) to all SAVES.
18. Minor Healing: 2 drs. each of Amaranth, Daffodil, and Bindweed. Heals 2-5 (d4+1) points of damage.
19. Poison Antidote: 6 drs. Basil. 75% effective vs. all types of poison.
20. Premonition: 4 drs. of Mugwort. When in the proximity of danger (100 ft. in any direction), the drinker will know of its presence and general direction. Specific type of danger will not be known.
21. Protection from Evil: 4 drs. Nettle. Keeps all summoned evil beings away from the drinker only. Acts as a 1 ft. "circle of protection."
22. Protection from Lightning: 4 drs. Laurel. As above, but for lightning.
23. Protection from Lycanthropes: 4 drs. Wolfsbane. Works as above, but for all were-creatures.
24. Protection from Spirits: 4 drs. Fennel. Works as above, but for all non-corporeal un-dead.
25. Protection from Vampires: 4 drs. Garlic. As above, but for vampires.
26. Magic Resistance: 4 drs. Ash buds. Confers +1 (5%) SAVES vs. all magical attacks.
27. Necromancy Resistance: 4 drs. Rowan buds. As above but, for necromancy (and evil clerics).
28. Witchcraft Resistance: 4 drs. Elderberries. As above, but for witchcraft.
29. Strength: 4 drs. Betony. Temporarily increases strength by 1-4 points.
30. Truth: 4 drs. Sunflower. Acts as a truth serum for any who drink it. Note that the drinker does get a SAVE.

RARE HERB AND PLANT ELIXIRS

1. Augury: 2 drs. Prophet Tree (fruit). The drinker of this Elixir will be able to divine the answer to any single "yes" or "no" question.
2. Dreams: 2 drs. K'Tallah Leaves. The drinker will "see" visions of the near future. The visions are not usually specific, but are always truthful.
3. Climbing: 2 drs. Spider Plant. The drinker will have an 85% chance of climbing any surface (like a thief).
4. E.S.P.: 2 drs. Black Lotus. Extra-sensory-perception. Range: 100'.
5. Diminution: 2 drs. Shrinking Violet. The drinker will shrink to 5% of his or her normal size.
6. Growth: 1 dr. each of Shrinking Violet and Contrary Vine*. The drinker will grow to a maximum of 5x his or her normal height.
7. Poison Antidote: 2 drs. Cleric's Cowl. 95% effective vs. any poison.
8. Protection from Sprites: 2 drs. Sprite Bane. Keeps any type of sprite away from the drinker (like other Protection Elixirs).
9. Cold Resistance: 2 drs. Snow Lilly. Cold based attacks will only do ½ damage to the drinker (¼ damage if the drinker SAVES).
10. Fire Resistance: 2 drs. Fire Lilly. As above, but for fire-based attacks.

* The addition of 1 dr. Contrary Vine to any (unfinished) Elixir will cause that mixture's effect to be reversed; i.e., Elixirs of Protection will be changed into mixtures that actually "draw" the creatures that they were intended to repel, and so on.

Level 2

Second level alchemists are able to create TOXIC POWDERS, which are noxious and sometimes deadly substances which may be added to food or drink, thrown in vials, dispersed by hand, or propelled into the air by use of a blowtube. Duration of effect is variable.

MATERIALS: Variable, some common. ALL TOXIC POWDERS require 1 dr. of RARE EARTHS as a BASE.
PROCEDURES: Weighing, Powdering, Mixing, Simple Heating.

TIME: 1 hour.

YIELD: 1 dose per operation.

RESTRICTIONS/COMMENTS: Toxic Powders can be hurled in vials (range: 10'x strength) expelled from blowtubes (range: 10') or poured into drinks or food. Area of effect in the first instance is a 5' radius from point of impact. Like Elixirs, these mixtures can also be made outside the laboratory. Toxic Powders cannot be applied to edged weapons like swords, knives, etc.

CHANCE OF SUCCESS: 75% (+DEX Bonuses, if any)

CHANCE OF EXPLOSION: 1% (no modifiers) when making INCENDIARY POWDER only.

TYPES OF POWDERS WHICH CAN BE MADE:

1. Sneezing Powder: 1 dr. of pollen from any flowering weed or grass (such as hay, ragweed, etc.). 1 dr. fine dirt or dust. Causes violent sneezing, watery eyes and related symptoms for 5-10 (d6+4) minutes. Victims who fail their SAVE will suffer -25% combat capabilities (or 25% chance of spell-failure in the case of a magic-user) for the duration of the POWDER'S effect.
2. Powder of Temporary Blindness: 2 drs. powdered limestone (or sea shells). Victims who fail their SAVE are blinded for 5-10 (d6+4) minutes.
3. Powder of Nausea: 2 drs. Cyclamen. SAVE or victim is incapacitated for 5-10 (d6+4) minutes due to extreme nausea. Combat or spell casting is impossible until the effects wear off.
4. Powder of Hallucination: 2 drs. Nightshade. SAVE or victims experience hallucinations of frightening intensity for 5-10 (d6+4) minutes. Combat or spell casting is impossible, and there is a 5% chance for each minute of hallucination that the victim may go "permanently" insane.
5. Powder of Vertigo: 2 drs. Yellow Melilot. SAVE or victim experiences severe dizziness for 5-10 (d6+4) minutes. If the victim does not sit or lie down immediately, there is a 50% chance each minute that he or she will lose their balance and fall.
6. Powder of Paralysis: 2 drs. Liverwort. SAVE or victim is paralyzed for 5-10 (d6+4) minutes. Movement and speech will be impossible during this time.
7. Type 1 Poison Powder: 2 drs. Mandrake Root. SAVE or victim suffers 1-8 (d8) points of poison damage, and will be incapacitated for 10-60 (d6x10) minutes.
8. Type 2 Poison Powder: 2 drs. Monkshood. SAVE or victim suffers 2-16 (2d8) points of damage, and will be incapacitated for 10-60 (d6x10) minutes.
9. Smoking Powder: 1 dr. charcoal, 1 dr. (any green leaves. After mixing, this powder must be kept in an airtight vial or cannister, for upon contact with the air, it will create a billowing cloud of smoke (about 10'x10'x10' area) which will last 5-10 minutes. Those caught in the clouod of smoke will suffer no ill effects, but will be unable to see for the Powder's duration.

10. Incendiary Powder: 2 drs. charcoal. Again, an airtight container is needed. Upon contact with air or water, Incendiary Powder will explode for 4-16 (4d4) points of fire damage. Area of effect: 5' radius from point of detonation.

RARE HERB AND PLANT TOXINS:

1. Powder of Madness: 2 drs. Black Mushroom. SAVE or victims go permanently "stark-raving mad." Victims of this substance generally tend to rant and rave about "evil spirits" and the like. They will be of no use to anyone until cured of this malady.
2. Powder of Contrariness: 2 drs. Contrary Vine. SAVE or victims will behave (in all respects) exactly opposite as they would normally, i.e., attack friends, embrace former or traditional enemies, etc. for 5-10 minutes.
3. Type 3 Poison Powder: 2 drs. Skullcap. SAVE or victim will suffer 4-32 (4d8) points of poison damage and be incapacitated for 2-24 (2d12) hours.
4. Type 4 Poison Powder: 2 drs. Deadman. SAVE or victim dies within 1-10 (d10) seconds.

Toxic Powder

Level 3

Third level alchemists are able to create the various substances and mixtures known as COMPOUNDS, and the deadly substances known as BLADE VENOMS.

MATERIALS: Variable, most are common (see RESTRICTIONS/COMMENTS).
PROCEDURES: Weighing, Mixing, Simple Heating.
TIME: 1 week per compound.
YIELD: As stated below.
RESTRICTIONS/COMMENTS: Note that animal ingredients are necessary for Blade Venoms.
CHANCE OF SUCCESS: 75% (+DEX Bonuses, if any).
CHANCE OF EXPLOSION: 1%; 2% when making venoms.

TYPES OF COMPOUNDS WHICH CAN BE CREATED:

1. Alchemist's Glue: 20 G.P. worth of common ingredients (such as honey, pitch, resins, etc.) + 1 dr. Rare Earths. Alchemist's Glue can be used to bond together any two items or objects. It takes one full minute to dry, after which the "Bond" will support up to 300 lbs. of weight before it will break. Only those with maximum human strength (or better) will be able to separate anything held together by this adhesive. Alchemist's Glue is, however, water soluble. YIELD: 1 fl. oz. (enough to cover 10 sq. ft.)
2. Oil of Slipperiness: 1 flask of common lamp oil, 1 dr. of finely powdered sand (silica) + 1 dr. of Rare Earths. Surfaces covered with this compound are so slick that any who step upon them are 50% liable to slip and fall. This compound also can be applied to objects, weapons, etc. making them 50% liable to be dropped when grasped. YIELD: 1 fl. oz. (enough to cover 100 sq. ft.)
3. Invisible Ink: 2 drs. powdered Fern, 1 fl. oz. ordinary ink, 1 dr. Rare Earths. Invisible Ink can only be read by its creator or those with the ability to Detect Invisibility. YIELD: 1 dose (enough for up to 10 pages or 1 scroll of writings).
4. Fragrance of Aphrodisia: Aphrodisiac Elixir. Heated in the alchemist's fire for 1 week, this elixir will become so concentrated and potent that it may be worn as a perfume. Effects and duration are the same as for the elixir. RANGE: 1' radius around the wearer. YIELD: 10 doses (1 fl. oz).
5. Salve of Sharpening: 10 G.P. worth of common ingredients (such as unguents, ointments, gels, etc.) + 1 dr. of Rare Earths. When applied to any edged weapon (such as a sword, dagger, axe, arrow head, etc.) this salve will cause the weapon to become extremely sharp, so that it can easily cut through any non-magical substance, even the finest plate armor. It takes a full minute to coat any weapon with this compound, and the sharpening effect will last for 5-10 (d6+4) minutes. YIELD: 1 oz. (enough to coat one sword or axe, 2 hand axes, four spear or javelin heads, six daggers, or 10 arrow or crossbow heads).
6. Blade Venom: These sticky resinous poisons can be applied to pointed or edged weapons of all sorts (see Game Judge's Notes). All venoms require 1 dr. of Rare Earths as a base.
   a. Snake Venom: 2 drs. Cobra or Viper venom. A slow-acting but deadly toxin which does 2-12 (2d6) points of damage per minute for 10 (+2-12) minutes.
   b. Scorpion Venom: 2 drs. of Scorpion venom. As above but damage 1 only 2-8 (2d4) pts.
   c. Spider Venom: 2 drs. of Black Widow venom. At this dosage, Spider venom is extremely lethal, doing 2-16 (2d8) pts. of damage per min. for 20(+1-8) minutes.
   d. Wyvern Venom: 2 drs. Wyvern venom. Victims who fail to make their SAVE will die within 1-4(d4) minutes unless an antidote is administered.
   e. Ghoul's Venom: 2 drs. Ghoul's tongue. SAVE or paralyzed for 20 (+2-12) minutes.

Level 4

Fourth level alchemists are able to create various DEVICES, foremost of which is the Rod of Detection.

MATERIALS: Variable. A 25 G.P. set of jeweler's tools and molds will be needed as well as 10 G.P. worth of glass-working equipment.

PROCEDURES: Weighing, Smelting, Casting, Glass-Working and/or Metal-Working, Polishing.

TIME: 1 week per Device, except for a Rod of Detection; 2 weeks.

YIELD: One Device per operation.

RESTRICTIONS/COMMENTS: At least one Rod of Detection must be successfully made before an alchemist may progress to Fifth Level.

CHANCE OF SUCCESS: 75% (+DEX Bonuses, if any)

CHANCE OF EXPLOSION: 2%

TYPES OF DEVICES:

1. Secret Compartment Ring: Minimum 1 oz. of any metal. This ring has a hinged top and hollow inside compartment which may be used to contain 1 dose of any toxic powder (except Incendiary or Smoking Powder) or anything of similar size.

2. Poison-Needle Ring: Minimum 1 oz. of any metal. This ring has a number of fake (or real, if you like) stones set in it. Pressing the correct stone(s) will cause a ¼" needle to spring forth from either the palm side or the back side (or both) of the ring. The point of the needle can be laced with any desired venom (see Level 3).

3. Prisms: 1 G.P. of materials (silica, potash, lime, lead) plus 1 dr. of Rare Earths are used to create the glass for this device. When cast into a polyhedron-shaped crystal and finely polished, the alchemist can use this device to Detect Illusions. The refracted light (as seen through the prism) must be examined for 1 full minute before a determination can be made. Prisms are 75% (+INT Bonuses, if any) effective with regard to this procedure, and only an alchemist can use them for this purpose.

4. Cusps: (Same materials as above, plus a drop of blood from an elf, dwarf, orc or goblin.) Cusps are small glass lenses which are worn like the contact lenses of today. Any alchemist who wears them can see in the dark (night vision) to a range of 60'. Cusps cannot be worn for more than one hour without risking permanent eye damage (+5% chance per 10-minute period beyond the 1 hour limit); neither can they be used in conjunction with any other optical device.

5. Lenses: (Same materials as per prisms). Lenses are concave optical devices (like magnifying glasses) which can be used to examine structures which may contain secret doors, traps, etc. One full minute of scrutinization is necessary for each 10'x10' area of ceiling, wall, or floor the alchemist wishes to inspect. For each 1-minute period of scrutinization, there is a 75% (+INT Bonuses, if any) chance of noticing any irregularities in the area. Note that such scrutinization will not determine what type of trap is present, if any, nor will it be able to detect magically concealed traps or doors.

6. Spy Glass: (Same materials as above, plus 1 lb. of any strong malleable metal). A spy glass is like a small telescope, and consists of two lenses encased in a tubular metal housing. Usually, the strongest magnification possible in such a device will be 100x. Any character can use a spy glass.

7. Puzzle or Combination Locks: Minimum 2 oz. iron, steel, or other metal depending on the size of the lock. Combination locks can have an many as six variables; Puzzle locks should actually be designed by the player/alchemist.

8. Skeleton Key: Minimum 1 oz. of any strong metal. Each Skeleton key the alchemist makes will be 15% (+INT Bonuses, if any) likely to open any single locking mechanism. Any number of Skeleton keys may be made.

9. Wand Of Phosphorescence: Minimum 2 doz. fireflies, 1 oz. toadstool, 1 dr. Rare Earths, plus prism ingredients. These glass wands will glow in the dark for 2-5 (d4+1) hours, and illuminate a 10' radius around the holder. A Wand of Phosphorescence can be recharged by exposing it to sunlight for a minimum of 1 hour.

10. Rod of Detection: 1 oz. each of Rare Earths, Lead, Mercury, Iron, Copper, Silver, Gold, and Platinum; 2 oz. of Sulfur (for bonding), and 2 oz. of Lodestone (for attraction); 1 carat (powdered) of each of the twelve Gemstones. A plaster mold must be made to pour the molten ingredients into. The finished product will resemble a divining rod (12" in length, "Y"-shaped), and can be used to detect any single metal, element, or Gemstone (1x per day, per each level of the alchemist using it).

    Range: 20' radius. Rods of Detection can only be used by alchemist. The "detecting" ability of these devices lasts 10 minutes per usage.

Wand of Phosphorescence

Level 5

Fifth level alchemists are able to create Talismans, which are coin-shaped pendants of great power. Each talisman represents one of the twelve Gemstones' various innate powders. Talismans are activated by touch and can be worn on a chain or carried in a pouch or pocket.

MATERIALS: Variable per talisman type. All require a base of 1 dr. of Gold, Silver and Platinum, and a minimum of 10 cts. (powdered) of the particular gemstone being used.

PROCEDURES: Weighing, Powdering, Mixing, Calcination, Smelting, Casting, Metal-Working, and Polishing.

TIME: 2 Weeks.

YIELD: One Talisman per operation.

RESTRICTIONS/COMMENTS: Number of Talismans which may be worn at a time = the alchemist's Wisdom ÷ 3. Regardless of experience point totals, an alchemist cannot progress to the Sixth Level (Potions) without having successfully created at least one of each type of Talisman. Talismans' effects last for 10 minutes. Each can be used 1x per day.

CHANCE OF SUCCESS: 75% (+DEX Bonuses, if any)

CHANCE OF EXPLOSION: 2%

TYPES OF TALISMANS WHICH CAN BE MADE:

1. Agate: Detect Lies. The language being spoken must be known by the wearer of this talisman in order for it to be effective.
2. Amethyst: Emotional influence. Allows the wearer to instill sympathy, antipathy, or apathy in 1-4 beings. RANGE: 20'.
3. Diamond: Detect Invisibility. RANGE: 20'.
4. Jade: Neutralize Poison in any one being.
5. Onyx: Invisibility.
6. Pearl: Allows the wearer to know the approximate worth of any gem or piece of jewelry. 1 minute of examination is required, and up to 10 items can be examined per usage.
7. Ruby: Fire Resistance (see Level 1, Elixir of Fire Resistance).
8. Moonstone: Cold Resistance (See Level 1, Elixir of Fire Resistance).
9. Turquoise: Pass through up to 100' (10' per minute) of stone or earth.
10. Malachite: Water Breathing.
11. Sapphire: Flying.
12. Emerald: Luck; +1 (or +5%) all saves.

Level 6

Sixth level alchemists are able to create Potions. The duration of effect for these fluid mixtures is 30-60 (d4+2x10) min., except for those which affect "permanent" changes such as Healing, Ageing, or those Cursed Potions whose affects are deadly.

MATERIALS: Variable. All Potions begin with a fluid base of 1 ct. (powdered) of each of the twelve Gemstones, 1 dr. of Rare Earths, and 1 fl. oz. of clear water. This fluid base is called Alchemical Solution.

PROCEDURES: (1) Base: Weighing, Powdering, Mixing, Subjecting to the Alchemist's Fire; (2) Ingredients: Weighing, Calcination, Powdering; (3) Mixing: (1+2+into solution) subjecting to the Alchemist's Fire, Distillation, Fermentation.

TIME: 1 Week per Potion.

YIELD: One Potion per operation.

RESTRICTIONS/COMMENTS: Elixir (herbal) ingredients can be added to Alchemical Solution to create Potions, but they are -25% less likely to succeed unless the quantity of powdered Gemstones used in the base is doubled [i.e., 2 cts. powdered of each of the twelve Gemstones].

CHANCE OF SUCCESS: 75% (+DEX and INT Bonuses, if any)

CHANCE OF EXPLOSION: 5% (-1% per each 5% of DEX Bonuses, if any)

TYPES OF POTIONS WHICH CAN BE MADE:

1. Ageing: 2 drs. of thread from a Ghost's shroud. SAVE or the drinker ages 10 years.
2. Charm: 1 dr. each of Harpy's tongue and Dryad's hair, 1 dr. each of powdered Silver, Gold, and Platinum. Drinker's gaze will act as a Charm spell to any who behold it. Range: 20'.
3. Detect Illusion: 2 drs. Efreeti horn, 1 ct. powdered Agate. Like the Elixir of the same name.
4. Detect Invisibility: 2 ct. powdered Diamond. Range: 20' radius.
5. Detect Lies: 2 ct. powdered Agate. Like the Talisman of Agate.
6. Detect Magic: 2 drs. Imp's Blood, 1 dr. each, powdered Silver, Gold, Platinum, and 1 ct. powdered Pearl. Range: 20' radius.
7. Detect Metals, Elements, and Gemstones: 2 drs. powdered Lodestone, 1 ct. powdered of each of the twelve Gemstones, ½ dr. powdered of each of the Metals and Elements. Duplicates the effects of a Rod of Detection (See Level IV).
8. Emotional Influence: 2 drs. each of powdered Silver, Gold, Platinum, and 1 ct. powdered Amethyst. The drinker will be able to produce the emotional response of sympathy, antipathy, or apathy in up to ten creatures or beings. Range: 20' radius.
9. E.S.P.: 4 drs. Doppleganger's brain, 1 ct. powdered Pearl. Range: 20'.
10. Flying: 2 drs. of Hippogriff or Roc's feather; or 2 dr. of Manticore (or Chimera) wing.
11. Gaseous Form: 2 drs. of Vampire's blood, 1 ct. each of powdered Sapphire and Onyx. Drinker can change his or her body from solid to gaseous form.
12. Healing: 2 drs. Sulfur, 2 dr. Troll's blood, and 2 cts. powdered Jade. Heals 2-8 (2d4) points of damage.

13. Extra-Healing: Healing potion ingredients x3. Heals 3-24 (3d8) points of damage.

14. Immunity to Cold: 2 drs. of Yeti's hide or Mummy's flesh, and 1 ct. powdered Moonstone. Drinker will be immune to cold-based attacks so long as the effects of this potion last. However, fire-based attacks will do double damage.

15. Immunity to Control: 2 drs. Zombie's bones or Wight's skull and 1 ct. powdered Emerald. Drinker will be immune to all types of magical control, but physical attacks upon his or her person are 10% (or +2) more likely to "hit".

16. Immunity to Fire: 2 drs. Salamander scales and 1 ct. powdered Ruby. The exact opposite of Immunity to Cold potion.

17. Immunity to Petrification: 3 drs. Gargoyle's horn and 1 ct. powdered Jade. Drinker will be immune to petrification attacks, but heat or cold-based attacks are -10% (-2) harder to SAVE against.

18. Immunity to Poison: 1 dr. Unicorn horn and 1 ct. powdered Jade. The drinker will be immune to all types of poison, but 10% (2 in 20 chance) likely to fumble or trip if engaged in vigorous physical activity such as combat, running, etc.

19. Invisibility: 1 dr. Sylph, Leprechaun, or Pixie hair, and 1 ct. powdered Onyx.

20. Longevity (youth): Ageing potion ingredients plus 2 drs. Mercury*. Drinker will become 10 years younger.

21. Magic Resistance: 2 drs. Demon's heart and 2 dr. powdered Lead. Drinker will acquired a temporary 20-50% (d4+1x10) magic-resistance.

22. Night Vision: 2 fl. drs. Orc, Goblin, Dwarf, or Elf's blood, and 1 ct. powdered Diamond. Range: 60'.

23. Passive Action: 2 drs. powdered Copper and 1 ct. powedered Amethyst. Any who drink this potion will become completely non-violent for the duration of the mixture's effect.

24. Regeneration: 2 drs. Troll's blood and 2 dr. Sulfur. Drinker will regenerate 1 point of damage for each minute this potion is in effect.

25. Speed: 2 fl. drs. of Pegasus' blood. The drinker's combat capabilities and movement rate are doubled for the duration of this potion; an unfortunate side-effect of this potion is that the drinker also ages 1 year for each dose taken.

26. Stone-to-Flesh: 1 dr. of Medusa or Basilisk eye, plus 2 drs. of Mercury*. Antidote for Flesh-to-Stone attacks.

27. Giant Strength: 2 fl. drs. Giant's blood, 2 drs. powdered Iron. Drinker will have the strength of a giant (according to the type of giant's blood used).

28. Ogre Strength: 2 fl. drs. Ogre's blood and 2 drs. powdered Iron. Drinker will have the strength of an ogre.

29. Titan Strength: 2 fl. drs. Titan's blood and 2 drs. powdered Iron. Drinker will have the strength of a titan.

30. Vision: 2 ct. powdered Diamond. Drinker will be able to see clearly up to 1 mile or 10x his or her normal sight range.

31. Water Breathing: 2 drs. Merman's or Triton's scales and 1 ct. powdered Malachite. The drinker will be able to breathe while underwater.

32. Potions of Control: These powerful concoctions give the drinker the ability to "charm" or control 1-4 creatures of any single, specific type. Controlled

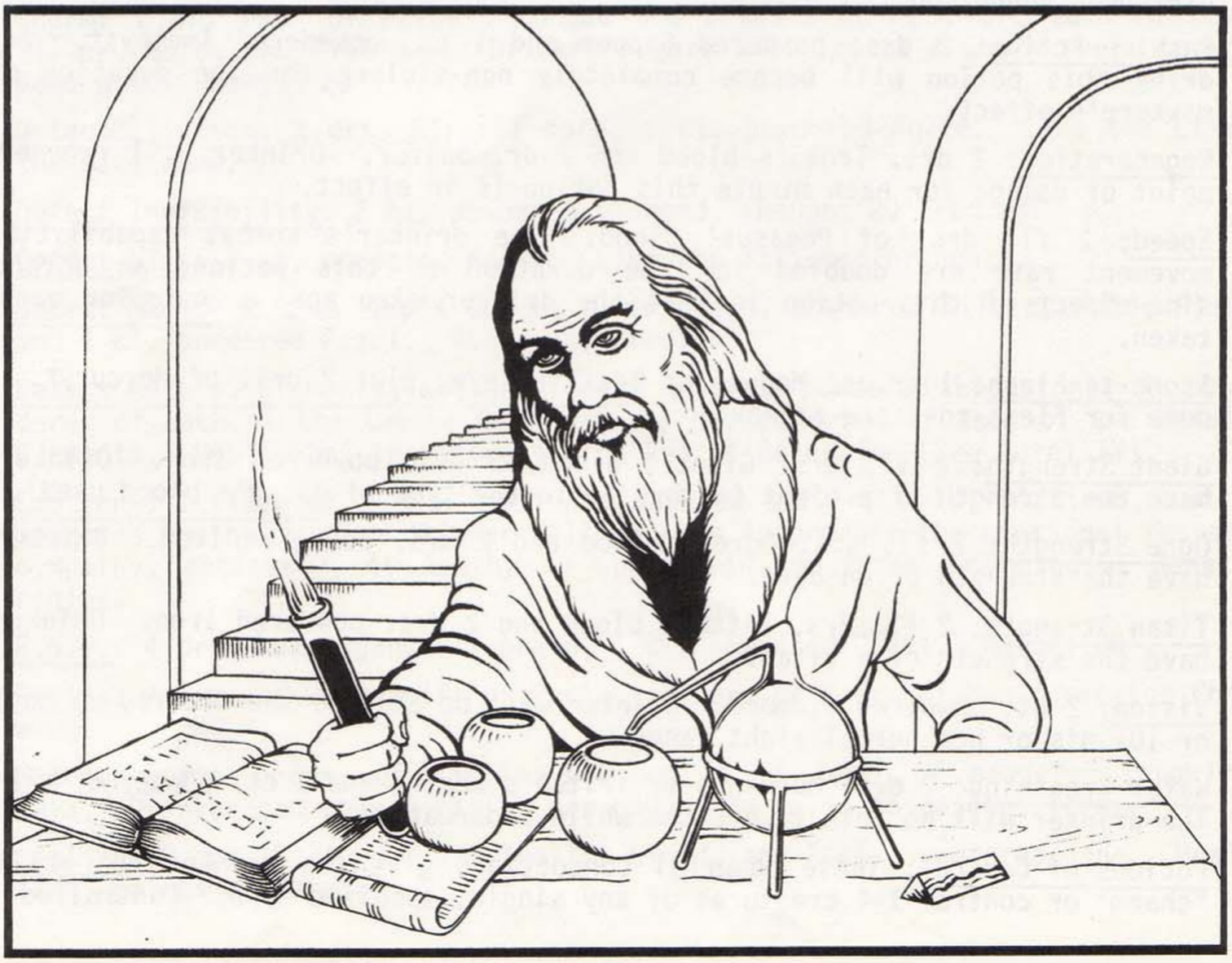
creatures will follow the drinker's commands and serve him or her until the potion's effects wear off, afterwhich they will become extremely hostile towards their former "master". All Potions of Control are made with 2 drs. of powdered Tin, 1 dr. each of powdered Gold, Silver, and Platinum, and 2 drs. of the specific Animal ingredient desired; i.e., if a potion of Dragon's control is to be made, then the alchemist will need to acquire 2 drs. of Dragon's blood, bones, hide, etc.

(Note - while a Potion of Control can be made for any type of creature or being, those with INT of 10 or greater, and/or those with more than 4 hit dice or levels of experience, are allowed a SAVE.)

*If 2 drs. of Mercury are added to any potion ingredients, the effects of the potion will be reversed. Also note that many types of potions can be transformed into "Cursed potions" by adding 2 drs. of powdered Mercury to the mixture before the fermentation period, in which case;

1. Potions of Immunity will be changed into Potions of "Susceptibility", which will bestow -10 SAVES vs. whatever attack form the potion was supposed to protect against.
2. Potions of Healing or Extra-Healing will be changed into potions which actually cause the same amount of damage that would normally heal.
3. etc.

Additionally, Cursed potions are quite difficult to Identify by Test with any degree of accuracy, there being a 50% chance that any Test will not indicate the presence of Mercury in the mixture. Note that magical attempts at Identification will also suffer this difficulty.



Level 7

Seventh level Alchemists are able to create the potent mixtures known as Alchemical Dusts. The duration of effect for Alchemical Dusts is usually 1 hour, though there are some exceptions. The completed mixture must be stored in an air-tight vial or cannister.

MATERIALS: Variable. All Alchemical Dusts begin with a base of 5 drs. Rare Earths, 4 dr. of Sulfur, and 1 dr. of powdered Silver, Gold, and Platinum.

PROCEDURES: (1) Base: calcination, powdering, weighing, mixing, subjecting to the alchemist's fire, (2) Ingredients: weighing, calcination, powdering, (3) Mixing (1 + 2), and subjecting to the alchemist's fire.

TIME: 2 weeks per Alchemical Dust.

YIELD: 1 dose of Alchemical Dust per operation.

RESTRICTIONS/COMMENTS: Alchemical Dusts may be hurled in vials (range: 10'x strength), dispersed into the air by using a blowtube (range: 20'), or sprinkled on an area (area of affect: 1000 cu. ft. - 10'x10'x10'). Note that Alchemcial Dusts are somewhat heavier than Toxic Powders which makes them more effective when expelled from a blowtube or used outdoors.

CHANCE OF SUCCESS: 75% (+DEX and INT Bonuses, if any).

CHANCE OF EXPLOSION: 7% (-1% per each 5% of DEX Bonuses, if any).

TYPES OF ALCHEMICAL DUSTS WHICH CAN BE MADE:

1. Amnesia: 6 drs. Absinthe. Causes a complete memory loss. Duration: 1 hour, with a 5% chance that this condition will persist until a cure (or a "wish-type" spell) has been given to the victim.
2. Blindness: Cure Blindness ingredients, plus 2 drs. of powdered Mercury. Duration: 1 hour.
3. Confusion: 2 ct. powdered Amethyst, and 2 drs. of powdered Mercury. Victims will be completely confused and indecisive. It is only 10% likely that such victims will be able to decide upon a course of action and actually do something. Duration: 1 hour.
4. Contrariness: 6 drs. Contrary Vine. Like the Toxic Powder in effect. Duration: 1 hour.
5. Control: Ingredients from any desired Potion of Control. Like the specific Potion of Control in effect. Duration: 1 hour.
6. Desire: Aphrodisiac elixir ingredients, plus 2 ct. of powdered Amethyst. Like the Aphrodisiac elixir in effect. Duration: 1 hour.
7. Detect Illusion: Detect illusion ingredients, plus 2 ct. of powdered Diamond. Illusory objects and/or creatures sprinkled with this Dust will glow faintly and appear unreal. Duration: Works on contact, but the "glowing" effect lasts only a few seconds.
8. Disappearance: Invisibility potion ingredients, plus 2 ct. of powdered Onyx. Objects and/or creatures sprinkled with this Dust become invisible. Duration: 1 hour.
9. Appearance: Dust of Disappearance ingredients, plus 2 drs. of powdered Mercury. Invisible objects and/or creatures sprinkled with this Dust become visible. Duration: 1 hour.

10. Half-Weight: Flying potion ingredients, plus 2 ct. of powdered Sapphire. Reduces weight of any non-living materials by 50%. Duration: 24 hours.
11. Hallucination: 6 drs. of Nightshade. Like the Toxic Powder in effect. Duration: 1 hour.
12. Instant Ice: 2 ct. each of powdered Malachite and Moonstone plus 4 drs. of Rare Earths. Freezes 1000 cu. ft. of salt or fresh water. Duration: 1 hour.
13. Madness: 6 drs. of Black mushroom. Like the Toxic Powder in effect. Duration: Permanent, or until cured.
14. Magic Detection: Detect Magic potion ingredients, plus 2 ct. of powdered Diamond. Magical objects, creatures and/or areas sprinkled with this Dust will glow faintly. Duration: Works on contact, but the "glowing" effect last only a few seconds.
15. Nausea: 6 drs. of Cyclamen. Like the Toxic Powder in effect. Duration: 1 hour.
16. Non-Detection: 4 drs. of powdered Lead, plus 2 ct. of powdered Onyx. Hidden objects or traps sprinkled with this Dust will be undetectable by magical means of any sort. Duration: Permanent, or until: (a) the object or trap is sprinkled with Dust of Appearance, (b) a Dispel Magic is cast upon the object or trap.
17. Panic: 2 drs. of powdered Dragon's bones or Devil's horn. Victims will drop whatever they are holding (weapons, wands, treasure, etc.) and flee in panic for the duration of the Dust's effect. Duration: 1 hour.
18. Paralysis: 6 drs. of powdered Liverwort. Like the Toxic Powder in effect. Duration: 1 hour.
19. Passive Action: Passive Action potion ingredients, plus 2 drs. of powdered Copper. Like the potion in effect. Duration: 1 hour.
20. Poison: 6 drs. of any single Poison Powder (Types 1-4). Effects are the same as for the specific type of poison used. Duration: Also as per the type of poison.
21. Rage: 2 drs. of powdered Minotaur horn plus 2 ct. of powdered Amethyst. Victims will fly into a terrible rage and attack anyone (even friends) in sight. Duration: 1 hour.
22. Sleep: 2 drs. of powdered Satyr's pipe. Victims fall into a deep sleep. Duration: 1 hour.
23. Trail-Erasure: Dust of Disappearance ingredients, plus 4 drs. of Rare Earths and a pinch of common soil. This Dust can be used to erase any and/or all traces of tracks. It can be used indoors or outdoors, and will erase the equivalent of a path 10' wide and 100' long. Duration: Permanent.
24. Vertigo: 6 drs. Yellow Melilot. Like the Toxic Powder in effect. Duration: 1 hour.
25. Water Evaporation: 2 drs. each of Rare Earths and powdered Mercury plus 2 ct. of powdered Malachite. Evaporates 1000 cu. ft. of salt or fresh water, or dries up 10,000 sq. ft. of swamp or marshland. Duration: Permanent.
26. Dust of Control: (Any) Potion of Control ingredients. Effects are the same as per the type of potion used, but the area of effect is as per Dusts. Duration: 1 hour.

Level 8

Eighth level alchemists are able to create Solvents, which are highly corrosive acids. There are four types of Solvents, all of which begin with a base which is created by taking a quantity of alchemical solution (potion base) and subjecting it to Mercury (for reversal, i.e., dissolution) and in the case of organic and element solvents, various additives.

MATERIALS: Variable, plus 1 oz. alchemical solution (see Level 6 for formulae) and 2 drs. powdered Mercury.

PROCEDURES: (1) Base: Weighing, Powdering, Mixing, Subjecting to the Alchemist's Fire; (2) Ingredients: Weighing, Calcination, Powdering; (3) Mixing, Subjecting to the Alchemist's Fire.

TIME: Standard Acid, 1 week; Organic or Inorganic Solvents, 2 weeks.

YIELD: 1 dose of the desired Solvent.

RESTRICTIONS/COMMENTS: Note that combinging Organic Solvent with Inorganic Solvent yields Universal Solvent.

CHANCE OF SUCCESS: 75% (+DEX and INT Bonuses, if any).

CHANCE OF EXPLOSION: 8% (-1% per each 5% of DEX Bonuses, if any).

TYPES OF SOLVENT WHICH CAN BE MADE:

1. Standard Acid: 2 drs. powdered Mercury. This corrosive liquid will do 2-12 points of damage to any living creature and do minor damage (SAVE vs. acid) to any non-organic substance except glass or ceramic items. Standard solvent can only be contained in glass or ceramic vials.

2. Organic Solvent (also called Universal Solvent Positive): 2 drs. powdered Mercury. 1 (additional) dr. of Rare Earths, 1 drop of blood from each of the following classes: Mammal, Reptile, Fish, and Bird kingdoms, and a pinch of any powdered herb or plant. Organic solvent will do 6-36 (6d6) damage to any living organism and dissolve any organic material (such as wood, leather, cloth, etc.) at the rate of 1 cubic foot per minute. Duration of effects 1-4 (d4) minutes. Organic solvent can be contained in any glass, ceramic or metal vial. Note that this fluid has no effect on non-organic materials of any kind.

3. Inorganic Solvent (also called Universal Solvent Negative): 2 drs. powdered Mercury, a pinch of powdered Lead, Iron, Copper, Silver, Gold, Platinum and Lodestone, 1 ct. (powdered) of each of the twelve Gemstones. Inorganic Solvent will dissolve any non-organic materials (such as stone, metals, glass, ceramics, etc.) at the same rate and with the same duration of effect as for Organic Solvent. This substance is ideal for dissolving locking mechanisms, doors, walls, etc. It can only be carried in a container made of some organic substance, such as a wooden vial or a small wineskin. Inorganic Solvent has no effect on any living organisms or organic materials of any kind.

4. Universal Solvent: This volatile substance, (also known as "alchahest") is never mixed until the moment it is needed, as it is incredibly dangerous to work with. To create Universal Solvent, 1 dose of Organic Solvent (Universal Solvent Positive) is mixed with 1 dose of Inorganic Solvent (Universal Solvent Negative). Any type of container or vial may be used as the two solvents take 2-12 seconds to inter-react, and for that brief interval, the mixture is inert.

As soon as the solution commences working, it will begin dissovling anything it comes in contact with at the rate of 1 cubic ft. per second, with the duration of the effect being 6-60 (6d10) seconds. So much as a splash of Universal Solvent will never do less than 8-80 (10d8) points of damage to any living creature, while the victim of a "direct hit" will be disintegrated in 6-60 (6d10) seconds. There is no "antidote" for Universal Solvent, and disintegrated victims cannot be raised or resurrected.

Inorganic Solvent

Level 9

Ninth level alchemists are able to create Gasses from certain types of Alchemical Dusts. Effects and duration of effect are the same as for the type of Alchemical Dust the Gas is made from. As Gasses are quite volatile, they are somewhat dangerous to make.

MATERIALS: Various Alchemical Dusts (See types), 1 dose of Standard Acid.

PROCEDURES: Alchemical Dust procedure (See Level Seven), Gassification.

TIME: 2 weeks per Gas.

YIELD: One dose of Gas per operation.

RESTRICTIONS/COMMENTS: Gasses can be contained in vials, spheres, or cannisters. Area of effect: a cloud 100'x100' in width and 10' high. Notes that Gasses dissipate and lose effectiveness above this altitude. Also note that these substances are difficult to use outdoors where factors such as wind speed, wind direction, and weather conditions may modify their effectiveness.

CHANCE OF SUCCESS: 65% (+DEX and INT Bonuses, if any).

CHANCE OF EXPLOSION: 10% (-1% per each 5% of DEX Bonuses, if any).*

TYPES OF GASSES WHICH CAN BE MADE:

1. Amnesia
2. Blindness
3. Confusion
4. Contrariness
5. Desire
6. Hallucination
7. Madness
8. Nausea
9. Panic
10. Paralysis
11. Passive Action
12. Poisons (types 1-4)
13. Rage
14. Sleep
15. Vertigo
16. Control (various types)

*Regardless of the alchemist's DEX score, a die roll of 2% or less means that a leak in the alembic has allowed the Gas to seep into the laboratory. Should this occur, the CHANCE OF EXPLOSION increases to 25% (no modifiers) and % dice must be rolled a second time! If no explosion occurs on the second dice roll, the alchemist (and any others in the lab) must still SAVE vs. the GAS' effects before anyone can attempt to repair the leak in the apparatus.

Level 10

Tenth level alchemists are able to create Essences, the strange and wonderful substances that form the basis of all the Great Works of alchemy. Essences are created from metals or elements by subjecting them to minute doses of Universal Solvent under strict laboratory control. The theory behind the nature of Essences is simply that while Universal Solvent will dissolve and seemingly disintegrate any substance, matter can never be destroyed, only altered. Therefore, Universal Solvent does not destroy matter, but transmutes matter to its purest and most basic state, known as the Essence. It is the goal of the Tenth Level alchemist, then, to capture this elusive substance which exists on the border between physical reality and subjective reality. Note: Tenth Level alchemists are recognized as Master Alchemists, and as such will begin to attract apprentices who wish to learn the trade. (See Game Judge's Notes).

MATERIALS: 12 drs. of the desired Metal or Element, 1 dose (each diluted with 24 fl. oz. of clear water) of Universal Solvent Positive and Universal Solvent Negative.

PROCEDURES: Mixing, Subjecting to the Alchemist's Fire (all materials placed in an air-tight alembic), Sublimation, Dousing.*

TIME: Variable. Minimum of two weeks.**

YIELD: One Essence.

RESTRICTIONS/COMMENTS: *The Dousing procedure is only used in conjunction with certain types of essences and is done only after the Essence has been successfully created. **The Sublimation stage of this operation requires the full concentration of the alchemist. After the mixture has passed from solid to liquid to gaseous form and back again for two weeks, only his or her Metaphysical Abilities can cause the process to stop at the correct stage. Hence, it can be seen that the alchemist directly influences the outcome of this operation by Projection of Will.

CHANCE OF SUCCESS: (special) 20% (+WIS Bonuses x3, if applicable). After the two week minimum has elapsed, a check is made 1x per week for up to 8 weeks. If after this time the experiment has still not been successful, it must be scrapped and begun over again.

CHANCE OF EXPLOSION: 10% (-1% per 5% of DEX Bonuses, if any).

TYPES OF ESSENCES WHICH CAN BE MADE:

1. Variable Mercury, "The Philosopher's Stone": This Essence appears as 1 dr. (60 grains) of reddish powder. If a single grain of Variable Mercury is imbedded in a drop of yellow wax and added to 100 lbs. of molten Lead or Mercury, it will transmute the molten metal into a like quantity of the purest gold. The action of transmutation is nearly instantaneous. Note that a very large crucible will be needed for this operation.
2. True (Fixed) Lead: Appears as 1 fl. oz. of smokey-grey liquid. When True Lead is mixed with 1 gallon of paint or lacquer, it produces a quantity of liquid which will be sufficient to cover an area of up to 1000 sq. ft. Objects such as boats, full suits of armor, etc., which have been coated with this substance will be 95% resistant to any type of spell casting. Note that anyone wearing such armor will find that any magic used by him or her will be just as likely (95%) to fail. This includes magic items, spells, etc., but excludes magic weapons.
3. Waters of Sulfur: This Essence appears as a 1 fl. oz. quantity of sparkling liquid. When poured into the mouth of any deceased person or creature, it will restore life to the victim, so long as it has been dead for no more than 1 hour. The restored creature or being will return to life in perfect health within one minute of this liquid's application. If this Essence is consumed by a living being or creature, it will heal any and all damage and cure any and all disease.

4. Essential Lodestone: Appears as a dull grey stone (1 oz. by weight). The holder of this stone can use its magnetic powers to create a 10' radius force-field (duration 1 hr.) or effectively dispel any similar force-field 1x per day.

5. Essential Tin: This Essence appears as a violet-hued liquid (1 fl. oz.). If an amulet, rod, or wand is Doused in this liquid each day for 1 week, it will confer the following powers to whoever wears it:

   a. Immunity to Control Spells: Spells such as Charm, Hold Person, Slow, etc., will have no affect on the wearer.

   b. Rulership: Up to 200 levels (or hit dice) worth of any type of creatures can be impelled to obey the holder. Note that only those creatures with INT of 15 or greater (or those with 4 or more hit dice or levels) are allowed a SAVE.

* (Essential Tin can also be added to any Dousing mixture prior to the preparation of any magic item. This will allow any such item to be "triggered" or activated only by those who know its command word. Any word or name can be made to serve this function.)

6. True Copper: This amber liquid (1 fl. oz.) will impart powers of protection to any single item such as a ring, necklace, cloak, etc. The specific item must be Doused daily for 1 week, afterwhich it will confer +1 defensive abilities to the wearer. This process can be repeated up to 4 times (4 weeks) with a maximum +4 (or +20%) defensive capability per individual object. There is a 100% chance of success for the first week, afterwhich the chances of success decrease by 25% for each successive week (100%, 75%, 50%, 25%).

7. True Iron: This peacock-colored liquid (1 fl. oz.) will impart +1-4 powers to any single weapon such as a sword, dagger, spear, axe, bow, up to 20 arrows, cross-bow bolts, etc. Procedure is the same as per True Copper, including the 4 week maximum for the process.

8. True Silver: This clear liquid (1 fl. oz.) will turn any item of jewelry into an item of Spell-Storing. The item must be Doused daily for 2 weeks, afterwhich it will have the capability of storing 1-6 (d6) spells of any type. The item must be recharged after the spells have been expended.

9. True Gold: This shimmering yellow fluid will turn any rod, staff, or wand into an item of Spell-Storing. The item must be Doused daily for 4 weeks, afterwhich it will have the capacity of storing 5-30 (5d6) spells of any type. The item must be recharged after the spells have been expended.

10. True Platinum: This iridescent fluid (1 fl. oz.) will turn any object, weapon or device into an item of great power. The item must be Doused daily for 6 weeks, afterwhich it will be capable of "storing" 1-10 spells of any type or level. Any object or item (regardless of how extraordinary or mundane it may be) can be "enchanted" in this manner. Once charged, the item will recharge itself each day. Cursed items can also be created by this process if 1 fl. oz. of any cursed potion is added to True Platinum prior to Dousing.

11. ESSENTIAL EARTHS

This Essence, which is created from Rare Earths, appears as a 1 oz. quantity of multi-colored crystals. Using the procedures underlined in Level I, an alchemist can use this quantity to prepare eight Elixirs of Elemental Power. If the alchemist drinks one of these Elixirs per week for eight weeks, he or she will have a 25% (+WIS Bonuses, if any) chance of permanently acquiring one of the four Elemental Powers. Only one such Power may ever be acquired by an alchemist in his or her life, so the alchemist should consider the choices carefully before starting the "treatment". Once the choice has been made, the alchemist need only concentrate on the Elemental Power's sigil (known as its Focus) and ingest the Elixirs as previously outlined.

The Four Elemental Powers and their Focuses are:

▽ The Power of Elemental Earth: Alchemists who gain this Elemental Power will have maximum human strength as long as they stand upon earth or stone. Note this ability will not be effective in situations where the alchemist's feet are not in direct contact with the above, such as on board ship, on horseback, in wooden structures, etc. Additionally, the alchemist will be able to speak the language of Earth Elementals and see normally in underground darkness.

△ The Power of Elemental Air: Alchemists with this Elemental Power will be capable of "limited flight". They will be able to glide for unlimited distances outdoors so long as there is the slightest breeze, and will never suffer any damage from falls of any sort. Note, however, that gliding in underground areas is limited to 10' per level of the alchemist, and gliding speed indoors is only 2x normal speed while on foot. Also, an alchemist will not be able to carry any more than his or her normal encumbrance total while gliding. Alchemists with this Power will also be able to speak the language of Air Elementals.

△ The Power of Elemental Fire: Alchemist's who gain this Elemental Power will be completely immune to the effects of any kind of fire or heat. Furthermore, they will be able to cause their body temperature to "superheat", so that flammable materials will ignite at their touch, and any metal weapon held by such an alchemist can be made to become so hot that it will do 1-4 extra points of heat damage to its victims. Alchemists with this Power will also be able to speak the language of Fire Elementals, but unfortunately suffer a penalty of -2 (-10%) SAVES vs. cold or water-based attacks.

▽ The Power of Elemental Water: Alchemists with this Elemental Power will be able to breathe water, walk upon water, and speak the language of the Water Elementals and all water-breathing creatures. Such alchemists will also be able to swim for unlimited distances, suffer no movement penalties while underwater, and be able to move or swim (underwater) with the speed of a shark. Ice and cold will do no harm to the possessor of this Power, but SAVES vs. heat and fire-based attacks suffer a penalty of -2 (-10%).

Level 11

Eleventh level alchemists are able to create the massive machine-like entities known as Constructs. Constructs are always built from inorganic materials and can be imbued with a very basic, sentient life by pouring a mixture of five different Essences over the completed subject.

MATERIALS: Variable for each type of Construct. All require the following mixture of Essences. In order to be "imbued with sentient life"; 1 fl. oz. each of the following Essences: True Copper, True Iron, True Silver, True Gold, and True Platinum.

PROCEDURES: (1) Mixing, Subjecting to the Alchemist's Fire; (2) Special: Building the Construct. (See below for details).

TIME: Two weeks for (1) variable; (2)

YIELD: One Construct.

RESTRICTIONS/COMMENTS: Constructs are not capable of independent thought. They can be "programmed" to retain up to 3 simple commands, such as: "Let no one pass through this door"; "Destroy any intruder who enters"; etc. If no commands are programmed into the Construct, then it will simply obey any command given by its master, so long as the master is present.

CHANCE OF SUCCESS: Special: The alchemist may build the Construct himself or enlist the aid of an Engineer, Tinker, or Sculptor. If he chooses to work alone, the chances of success for manufacturing a Construct are as follows:

Clay Golem:	60% +Dexterity Bonuses, if applicable.
Stone Golem:	50% +Dexterity Bonuses, if applicable.
Metal Golem:	35% +Dexterity Bonuses, if applicable.
"Living" Statue:	40% +Dexterity Bonuses, if applicable.
Machina:	30% +Dexterity Bonuses, if applicable.

MODIFIERS:

Engineer: If an Engineer is hired to help design a Construct, the chances of success will be improved by +25%. An Engineer can work in conjunction with a Tinker or a sculptor on any type of Construct.

Tinker: If a Tinker is hired, chances of success for building any Metal Golem will be improved by +20% and a chance of success for any Machina will be improved by +50%. A Tinker can work with an Engineer on any Construct, but will only work with a Sculptor if a Metal Golem is being made.

Sculptor: If a Sculptor is hired, the chance of success for any Golem will be improved by +35%. Chance of success for any "Living" Statue will be improved by +55%.

The time required for a Master Alchemist to fashion a Construct is as follows:

Clay Golem:	6 weeks, +1 wk. per 2' of ht. over 6'.
Stone Golem:	8 weeks, +2 wks. per 2' of ht. over 6'.
Metal Golem:	12 weeks, +3 wks. per 2' of ht. over 6'.
"Living" Statue:	10 weeks, +2 wks. per 2' of ht. over 6'.
Machina:	14 weeks, +1 wk. per 2' of ht. over 6'.

MODIFIERS:
1. If an Engineer is hired, time required is reduced by 1 week.

2. If a Tinker is hired, the time required is reduced by 2 weeks.

3. If a Sculptor is hired, the time required is reduced by 3 weeks.

Note: These modifiers are cumulative if the Master Alchemist hires more than one specialist.

FAILURE: If a die roll indicates failure, it will take the alchemist one additional week to locate the problem and attempt to correct it. After this time, another die roll may be attempted to see if the project is now successful. If the result indicates failure again, another attempt can be made (after an additional week has passed) and so on, up to 4 attempts. If failure is still the result after 4 weeks, the project must be scrapped and started over from the beginning. Clay and stone Constructs which have to be scrapped are considered ruined and no materials may be salvaged. Iron and metal Constructs are 50-90% (d4+5x10%) salvageable. (See Game Judge's Notes for information concerning the hiring of an Engineer, Tinker, or Sculptor.)

CHANCE OF EXPLOSION: 3%, for Metal Constructs only.

TYPE OF CONSTRUCTS WHICH CAN BE MADE:

1. Golems: Golems are basically humanoid in form and have the following features and attributes in common.

   a. Constructed of inorganic materials.
   b. Immune to all non-magical weapons.
   c. Immune to all poisons and gasses.
   d. Immune to magic control.
   e. Movement rate: ½ normal human rate.
   f. In combat, Golems add +1 point of damage per each 1 ft. of ht.

Specific Golems and their characteristics are:

Clay Golems: Edged weapons such as swords, spears, arrows, etc. do ½ damage to Clay Golems while blunt weapons such as maces, clubs, staffs, etc. will do full damage. Clay Golems require approximately 200 lbs. of materials per foot of height, and can be constructed up to 8 feet tall. Only spells which affect earth will be effective against these Constructs, and their armor value is equivalent to leather armor. Clay Golems can withstand 6 points of damage per 1 foot of height. They have the combat capabilities of a 10th level fighter and do 3-24 (3d8) points of damage per attack.

Stone Golems: Edged weapons will do full damage to a Stone Golem but will have a 5% chance of breaking. Blunt weapons do full damage and do not suffer the above risk (except for those made of wood). Stone Golems require approximately 300 lbs. of any type stone per foot of height and can be constructed up to 10 feet tall. Only spells which affect stone will have any affect on Stone Golems, and their armor value is equivalent to chain mail. Stone Golems can withstand 7 points of damage per 1 foot of height. They have the combat capabilities of a 12th level fighter and do 3-30 (3d10) points of damage per attack.

Metal Golems: Edged and blunt weapons only do ½ damage to Metal Golems. These Constructs require approximately 450 lbs. of any metal per foot of height. They may be constructed up to any height desired providing that sufficient materials and work space are available. Metal Golems are immune to all magical attacks except those which are electrical in nature, and their armor value is equivalent to plate mail. Metal Golems can withstand 8 points of damage per 1 foot of

height. They have the combat capabilities of a 14th level fighter and do 3-36 (3d12) points of damage per attack. Metal Golems contain a special device that allows them to expel a cloud of gas 3x per day. Any type of gas may be put inside the Golem, and the area of affect for this breath weapon is 10 cubic feet.

2. Living Statues: "Living" Statues have exactly the same attributes as Stone Golems except that they may be fashioned or sculpted in any form desired, have no size limitatations, and can be quite elaborate in design. Mythical creatures such as manticores, hippogriffs, and unicorns are quite popular, and gargoyles have long been a favorite of alchemists through the ages. Appropriately fashioned "Living" Statues (that is, those with wings) can be given limited powers of flight by adding 12 doses of flying potion to the aforementioned mixture of Essences before dousing. "Living" Statues will have the same number of attacks and do the same damage as the creatures they are fashioned after, +1 point of damage per foot of height or length. Such Constructs will, however, only have ½ the normal movement rate of the creatures that they are made to resemble.

3. Machina: The most elaborate of all Constructs, Machina, are machine-like creatures which can be built to resemble various types of creatures and animals. The mechanical apparatus of these Constructs are cleverly fashioned to imitate the abilities of the creatures they resemble. Machina all have the following features and attributes in common:

   a. Constructed of any type of metal.
   b. Immune to all non-magical weapons.
   c. Immune to all poisons and gases.
   d. Immune to all magical attacks except those which are electrical in nature.
   e. Movement rate as per the creatures they resemble.
   f. Machina can withstand 5 points of damage per 1 foot of length.
   g. In combat, Machina add 1 point of damage for each 1 foot of height or length.
   h. There are no specific size limits for Machina.

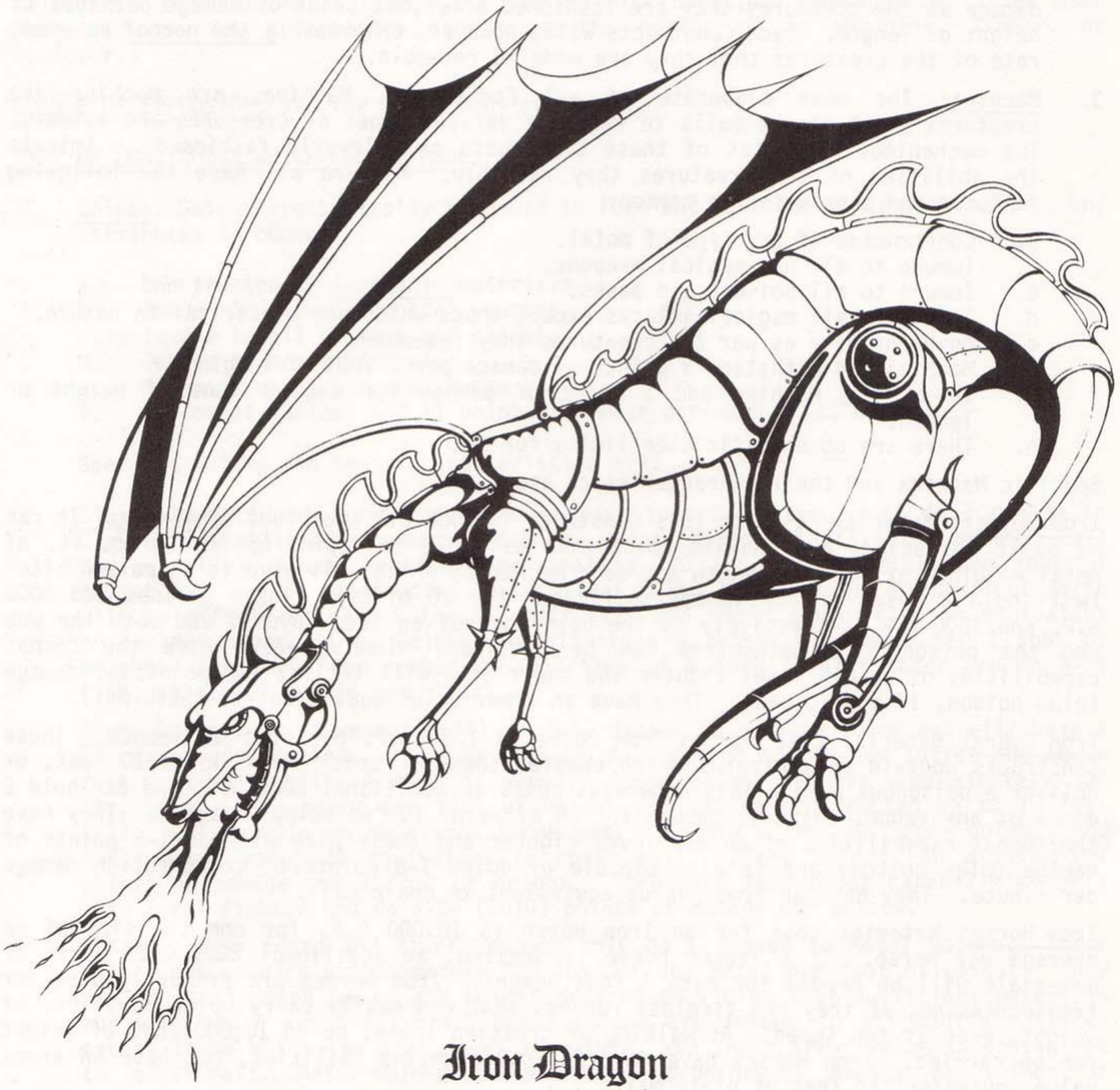
Specific Machina and their characteristics are:

Iron Spyder: Material cost for this Construct is 1000 G.P. per foot of length. It can be built to include a mechanism which will allow it to "spin" up to 100 sq. ft. of metal webbing per foot of length and/or a mechanism which will give it a "poison bite" (will hold 2 doses of any venom; sufficient for 20 bites). These devices add 5000 G.P. and 1000 G.P. respectively to the base cost of an Iron Spyder, and both the web and the poison bite mechanisms can be refilled. Iron Spyders have the combat capabilities of an 8th level fighter and their bite will inflict 1-8 points of damage (plus poison, if applicable). They have an armor value equivalent to chain mail.

Iron Cobra: Material cost for an Iron Cobra is 1200 G.P. per foot of length. These Constructs contain an apparatus which enables them to "spit" venom up to 10 feet, or deliver a poisonous bite. This apparatus costs an additional 2000 G.P. and can hold 2 doses of any venom, which is enough for 20 bites or 10 "spitting attacks". They have the combat capabilities of an 8th level fighter and their bite will do 1-8 points of damage (plus poison) and is also capable of doing 1-8 points of constriction damage per minute. They have an armor value equivalent to chain mail.

Iron Horse: Material cost for an Iron Horse is 10,000 G.P. for one the size of an average war horse. If a larger horse is desired, an additional 2000 G.P. worth of materials will be needed for each 1 foot height. Iron Horses are primarily used for transportation, as they are tireless runners that can easily carry up to 5000 lbs. of weight, even at top speed. At walking or trotting speed, up to 10,000 lbs. of weight can be carried. Iron Horses have no practical fighting abilities, but have an armor value equivalent to that of plate mail.

Iron Dragon: Material cost of an Iron Dragon is 4000 G.P. per 1 foot of length. Their inner apparatus includes a device which enables them to "breathe" large doses of fire. This "breathing" apparatus costs an additional 10,000 G.P. and is capable of storing 120 gallons of a pitch-oil concoction similar to "Greek Fire" and costing 5 G.P. per gallon. The 24-gallon quantity is sufficient to allow 3 "breath" attacks (10d8 fire damage per attack) per day. The Iron Dragon can also be outfitted with a flying mechanism, at an additional cost of 10,000 G.P. Iron Dragons have the combat capabilities of a 12th level fighter. They can do 1-8 damage with each of their 4 claws, and the bite of this Construct will do 2-20 (2d10) points of damage. Iron Dragons have an armor value equivalent to plate mail.



Iron Dragon

Level 12

Twelfth level alchemists are able to create the miraculous liquid known as Aqua Vitae, or the Waters of Life. Aqua Vitae is the catalyst in the creation of Artificial Life, and the substance from which Homonculi are grown. Note that a copper vat must be acquired in which to grow the Homonculous. It must be large enough to accommodate the type of Homonculous which is to be created (i.e., human size, dwarf size, ogre size, etc.) and have a well-fitting lid, also made of copper.

MATERIALS: Variable. All Homonculi mixtures begin with Aqua Vitae as a base. Aqua Vitae consists of 1 dr. each of 20 different Common Herbs and Plants; 1 dr. each of 30 different Animal Ingredients; 10 ct. each of Pearl (knowledge), Diamond (sight), and Jade (life force). Furthermore, 2 drs. of Iron (strength) and 48 dr. of Rare Earths (organic activators) will be required along with 1 dose each of both Universal Solvent Positive and Negative, and 48 fl. oz. of clear water.

PROCEDURES: As per Essences (See Level X) but using the above formulae. Once the Essence of this mixture is achieved (known as Aqua Vitae), it must be poured into the aforementioned vat.

According to the alchemist's designs, 8 drams (fluid or solid) of Animal Ingredients must be added to the Aqua Vitae and mixed in the vat. The type of ingredients added will determine what type of Homonculous will be created; that is, if an alchemist wishes to create an Ogre, 8 drams of ingredients such as Ogre's claws, fangs, eyes, blood, etc. must be used. Any type of known creature (even a clone) can be created in this manner (See STANDARD LIFE FORMS). The alternative to this procedure is to create new life forms by mixing ingredients from different types of creatures. Ingredients must still total 8 drams with up to 8 different types/attributes possible (See NEW LIFE FORMS).

YIELD: One Homonculous. See STANDARD LIFE FORMS or NEW LIFE FORMS for details.

TIME: The mixture will take a full 2 months to take form and grow.

RESTRICTIONS/COMMENTS: The vat containing the mixture must be covered, sealed with wax and placed in a cool dark area. During the "growth" stage, the lid cannot be opened, for if the seal is broken prematurely, the experiment will be ruined.

CHANCE OF SUCCESS: to create Aqua Vitae; as per Essences. To make a Homonculous, see STANDARD LIFE FORMS or NEW LIFE FORMS for % Chance of Success.

CHANCE OF EXPLOSION: Only as pertains to the creation of Aqua Vitae. (See Level X).

TYPES OF CREATIONS WHICH CAN BE MADE: Special. It is entirely up to the alchemist as to what type of Homonculous will be made. The alchemist need only write a description of what the Homonculous should look like (i.e., number of limbs, what the various parts of the creature will consist of, etc.), acquire the appropriate ingredients and begin the operation. See Game Judge's Notes for further information.

STANDARD LIFE FORMS

(Roll Percentile Dice; +5% per level above 12th)

0-10% = FAILURE -- Inside of vat covered with a useless, foul-smelling mold.

11-34% = MUTANT -- Roll on Mutated Species Table.

35-44% = PARTIAL SUCCESS -- Homonculous is formed as planned but is ½ size.

45-84% = SUCCESS -- Homonculous is a perfect full grown replica of the creature desired. Roll for Abilities, Hit Points, etc.

85-95% = GREAT SUCCESS -- Homonculous is an exceptional example of the creature desired. Hit Points are maximum, and add +3 to all ability scores.

96-100% = FRIGHTENING SUCCESS -- Homonculous is as above plus it is a genius with absolute maximum intelligence for its species. There is a 20% chance this creature will be uncontrollable. If so, it will know it is an Homonculous and will be tormented by its "Soullessness". It will despise its creator and seek to destroy him/her.

NEW LIFE FORMS

(Roll Percentile Dice; +5% per level above 12th)

0-20% = FAILURE -- Inside of vat coated with non-living slime.

21-50% = MUTANT -- Roll on Mutated Species Table.

51-60% = PARTIAL SUCCESS -- Homonculous is formed as planned but is only ½ size.

61-90% = SUCCESS -- Homonculous is exactly as planned. Use Hit Dice of most favorable creature-component to determine Hit Points.

91-94% = GREAT SUCCESS -- Same as above but Hit Points are maximum.

95-97% = ASTOUNDING SUCCESS -- Same as above but Homonculous is 2x as strong, fast, intelligent, powerful, or savage as anticipated - pick one only.

98-100% = TERRIFYING SUCCESS -- Homonculous is 2x as strong and 2x as fast as anticipated, though utterly uncontrollable. It will attempt to kill its creator and destroy whatever is around it.

MUTATED SPECIES TABLE

0-60% = Homonculous is a quivering shapeless blob with average human intelligence and can speak the same language as its creator. It is capable of slow movement.

61-65% = Same as above but the Homonculous has ESP (range 200 ft.).

65-70% = Homonculous has one more head than anticipated. There are no real advantages or disadvantages to this mutation, since the two heads think, speak and move as one.

71-75% = Same as above, but the additional head has a personality of its own and is 50% likely to disagree with its creator on any subject. If this occurs, it will stop whatever it is supposed to be doing and argue for 1-4 minutes. Good luck with this one!

76-80% = Homonculous has 2 more arms than anticipated, and can use them quite well.

81-85% = Homonculous appears as anticipated but in addition to its expected abilities, it can (1) Become invisible at will, (2) Shape change to any creature, (once per day), (3) Fly, (4) Breathe Water, (5) See invisible objects or creatures, (6) Detect magic by sight, (7) Follow any track or trail at 95% effectiveness (indoors or out), (8) Assume gaseous form (1x per day for 10 minutes), (9) Cause any who behold its image to flee in fear for 1-10 minutes (once per day) - pick one.

86-90% = Same as above, but pick any 2 abilities.
91-95% = Same as above, but pick any 3 abilities.
96-100% = Same as above, but pick any 4 abilities.

ADVANCED OPERATIONS

These operations can only be attempted by alchemists of twelfth level ability or greater, as they require a comprehensive knowledge of the entire range of alchemical studies. Note that some of these operations cannot be performed without certain exceedingly rare or unusual ingredients; it is up to the Game Judge to determine how such ingredients are to be acquired and/or if they are even available in your particular campaign.

ADVANCED DEVICES: These operations can be performed under the same restrictions as per minor devices (Level IV), however, the following modifications must be observed:

MATERIALS: Variable; some operations require a blacksmith's anvil and tools (100 G.P.), leather working tools (20 G.P.), or carpenter's tools (50 G.P.); PROCEDURES: additional procedures include the use of the above tools as requried; CHANCE OF SUCCESS: +5% per level above twelfth.

1. Extensible Fence: 12 ozs. of Iron, 1 oz. each of Silver, Gold, and Platinum, 1 Potion of Diminution, 1 Potion of Enlargement, 4 drs. of Mercury. These ingredients must be placed in a crucible and smelted down, afterwhich a small (10 inch cube) bird cage-like device must be fashioned from the resulting alloy. The completed "fence" must then be Doused daily (for 1 additional week) with 1 dose of Essential Tin. After this time, the Extensible Fence is completed, and it may be "programmed" to work upon the utterance of any single command word. At the command of its owner, the Extensible Fence can be made to shrink to a 1 inch cube or enlarge to a maximum size of 10'x10'x10', thereby creating a protective shelter which may be entered and locked from within. The bars of the Extensible Fence cannot be broken or bent by creatures of any size, and only solvents or magical disintegration will affect them. Some alchemists claim that Extensible Huts, Boats, and even Towers can be made by using the procedures outlined above.

2. Living Sword: 5-10 lbs. of Iron, 2 ozs. each of Silver, Gold, and Platinum, and 2 drs. of Rare Earths. These ingredients must be placed in a crucible and smelted down; trace amounts of carbon in the Rare Earths will turn the Iron to steel, afterwhich the cooled alloy must be forged and hammered until a great sword has been made. The blade of this sword must then be heated in the Alchemist's Fire and quenched in a vat which contains a mixture of 1 dose each of Aqua Vitae and True Platinum, 2 doses of True Iron, and a drop of blood from a Champion or other powerful fighter. The result of this operation will be a Living Sword with one of the following attributes (roll % dice):

0-50% = +1 point of damage; wielder has the combat capabilities of an 8th level fighter.
51-70% = +2 points of damage; wielder has the combat capabilities of a 9th level fighter.
71-80% = +3 points of damage; wielder has the combat capabilities of a 10th level fighter.
81-90% = +4 points of damage; wielder has the combat capabilities of a 11th level fighter.
91-100% = +5 points of damage; wielder has the combat capabilities of a 12th level fighter.

A Living Sword will seem to possess a life of its own and can only be used by an alchemist or one who is similarly untrained in fighting. This is because it is the "ego" of the sword which guides the blade, not its wielder, and no trained fighter would ever be able to use a sword that fights as it sees fit. The only drawback to using a Living Sword is that, once drawn from the scabbard, such a weapon will have a tendency (20% chance) to continue fighting regardless of what its wielder wants to do; i.e., if such a circumstance should occur, a Living Sword will drag its wielder into the thick of the action and prevent him or her from retreating, falling back, taking prisoners, or (especially) surrending.

3. Wind Ship: Any finely-made, small to medium-sized sailing ship whose material cost and worth is at least 500 G.P. The ship must be completely dissassembled and stripped of excess weight, afterwhich its remaining parts must be Doused daily for 1 week with a mixture of: 12 Flying Potions, 8 doses of Dust of ½ weight, 6 cts. of powdered Sapphire and 1 dose each of Essential Tin and True Platinum. Once the ship is reassembled, it must be rigged with sails made of the finest silk (minimum 1000 G.P. worth), afterwhich it can, upon the utterance of a command word, be made to fly (as long as there is wind) for unlimited distances. A Wind Ship will be able to carry up to 10x its material cost in pounds, and travel 10 miles per day for each 1000 G.P. which it cost to build (up to a maximum 100 miles per day). These devices are navigated much in the same way as a standard ocean-going vessel, and the average Wind Ship can withstand 200 +10-200 (d20x10) points of fire or other damage before it will be destroyed. Minor damage (up to 100 points) can be repaired, but if more than 100 points of damage are taken, the excess damage is irreparable, and must be subtracted from the ship's total points.

4. Bag of the Four Winds: A leather bag must be made or purchased (minimum of 100 G.P. worth of fine leather and silver thread). The completed bag must be Doused daily for 1 full week with a mixture of 12 cts. of powdered Sapphire and 1 dose each of True Platinum and Essential Tin. Once this has been done, a Wizard [or an alchemist with the appropriate scroll(s)] must open the bag holding it in turn to the north, south, east, and west, cast four of any type of "Wind" spells into the bag. The bag will be permanently imbued with the four spells and can thereafter, upon the utterance of a command word, be used to call forth a great, gusting wind. The wind will last for one full day and be strong enough to double the speed of any ocean craft or quadruple the speed of a Wind Ship. A Bag of the Four Winds can be used only 1x per week. If the bag is punctured, it will be completely ruined.

5. Magic Mirrors: Two mirrors must be fashioned, using a minimum of 4000 G.P. worth of precious metals and/or gems for their frames and fine crystal surfaces. Each crystal must be coated (on one side only) with 1 dose of True Platinum and secured within its respective frame. The two mirrors must then be placed back-to-back, and a single teleport spell must be cast upon both of them at once. Once this has been done, the two mirrors will each be permanently imbued with ½ of a teleport spell, and anyone who walks into one will emerge from the other no matter where it is placed. Note that if one of the Magic Mirrors is broken, the second will not cease to function, so that if any person steps into a Magic Mirror whose "twin" is broken, he or she will become trapped in the first mirror. Only a wish can remove someone who is trapped inside a Magic Mirror.

6. Cusps of Protection: Standard cusp materials, plus ½ dose of True (Fixed) Lead and 6 cts. of powdered Diamond. Cusps of Protection will afford the wearer 95% immunity to any type of "gaze" weapon or attack such as the type used by basilisks, medusae, etc. The only drawback of these useful devices is that they limit the wearer's sight to a maximum range of 60'.

7. Prisms of True Sight: Standard prism materials, plus ½ dose of True Platinum, 12 cts. of powdered Diamond and 6 cts. of powdered Pearl. A Prism of True Sight will allow any who peer through it to see all things as they truly are; i.e., invisible objects or creatures will be visible, illusions will appear as mere shadows, and even disguised or polymorphed beings will be seen in their actual forms. This device will not, however, reveal objects or creatures hidden behind any real substance such as a wall, bushes, etc.

8. Crystal Balls: 2x standard prism materials (per each 2" in diameter of the crystal), 1 dose of True Platinum, and 24 cts. of powdered Diamond. These scrying devices can be made to contain additional powers if the appropriate spells are cast upon the ingredients prior to the crystal's completion. One of the following powers may be added by this method: E.S.P., Clairaudience, Telepathy, or any single type of curse (to keep unauthorized personnel from using the crystal).

ADVANCED POTIONS

These Potions can be created under the same restrictions as per Level VI, however, due to the complexity of their formulae, the following modifications must be observed:

CHANCE OF SUCCESS: As per Level VI, but +5% per level above twelfth.

CHANCE OF EXPLOSION: +2% greater than Level VI Potions.

1. Potion of Ultimate Persuasiveness: Potion of Emotional Influence ingredients, Charm Potion Ingredients, 2 drs. of honey, a lark's tongue, plus 1 dr. of shavings from the fretboard of a Magical Lute. The drinker of this potion will be 95% able to convince any listener that what he or she says is the absolute truth. Even those using a Detect Lie Potion of Talisman will still only be 20% liable to determine if the drinker is lying or not. Note that the most outrageous, idiotic, and unbelievable lies will sound completely convincing if spoken by one who drinks this potion.

2. Potion of Immortality: ½ dose, Waters of Sulfur, Potion of Longevity ingredients, plus 2 Feathers (powdered) from a Phoenix. The drinker of this potion need never fear the effects of age and will always appear to be between 20-30 years of age. While the effects of this potion are permanent, the drinker might of course still die from other than natural causes, such as accidents, poison, etc.

3. Potion of Body Transmutation: ½ dose each of variable Mercury and Waters of Sulfur, 1 dr. each of the 10 Metals and Elements, and 2 drs. of Rare Earths. The drinker will be able to transmute the substance of his or her body into any single Metal or Element. While in this transmuted state, the drinker can do most anything he or she could do in "normal" form (such as move, cast spells, fight, etc.), though it would be impossible, for instance, for a Metallic transmutation to swim or even run as fast as usual.

4. Potion of Heroic Endurance: ½ dose each of Waters of Sulfur and True Iron, 2 drs. of flesh from a Lion's heart, and 2 fl. drs. each of Pegasus and Ox blood. The drinker will realize several benefits from this powerful mixture. For the duration of the potion's effect, the drinker will have maximum human strength; be utterly tireless no matter what task is being performed; be able to move at 2x his or her normal movement (as per Speed Potion); and gain 5-20 (5d4) additional hit points. The additional hit points, while only temporary, are quite real, so that any damage the drinker may suffer while this potion is in effect is subtracted from the additional hit points first. Furthermore, a Potion of Heroic Endurance will not cause its drinker to age 1 year as a Speed Potion does.

PART FOUR
GAME JUDGE'S NOTES

This section has been provided for the benefit of the Game Judge, Dungeon Master, Game Master, etc. It is not a "secret" section as such, though as a Judge you may wish to consider this section the domain of your player/alchemist's former Master; i.e., if the player/alchemist questions you with regard to any of the contents of this section, you may rule that he will have to "consult with his former Master" (See THE ALCHEMIST'S FORMER MASTER for details on what is involved when this situation arises).

As a general statement of procedure, the rules and information contained in this supplement may be followed verbatim or modified to better fit your game system or campaign. For purposes of conversion, some areas of the text have purposely been left open to interpretation, which is why the following notes have been added:

GAME TIME:

This often overlooked factor of F.R.P. games is of the utmost importance when judging the player/alchemist. Unlike many other types of characters, the alchemist can gain experience by performing operations and experiments during the time he or she is not out adventuring. Things will go a lot smoother in this respect if you just keep a strict account of your game time. The alchemist's log sheet included in this book will make this a fairly simple task. Do not be afraid to remind your player/alchemists that it is their responsibility to inform you what operations or experiments, if any, they are attempting during any given week. Make sure they understand that if you were not informed of any such activity, then it never happened. Also, be sure that both you and any player/alchemist in your game has a copy of the ALCHEMIST'S LOG SHEET right from the character's inception.

INGREDIENTS AND ALCHEMICAL SUPPLIES

To help keep track of the vast profusion of herbs, elements, metals, gems and other ingredients which the player/alchemist will be using, an INVENTORY CHART has been supplied. The various charts which list common herbs and plants, rate herbs, etc., all contain prices for these ingredients.

AVAILABILITY OF INGREDIENTS: It should be noted that these substances are not available everywhere; in fact, the Game Judge should make certain of the animal ingredients impossible to find in any type of shop, in order to keep their player/alchemists active. Shops which may carry alchemical ingredients (such as herbalists, apothecary shops, alchemical shops, etc.) are usually found only in large cities. Alchemist's guilds will occasionally have excess common ingredients in stock, because they are always being used by resident alchemists. The following table should be used as a guide in determining the availability of such substances:

*Common Herbs: 40% chance that a specific type will be in stock on a given day.

*NOTE: Plants found in the wild should never yield more than one or two drams of useful (or ready-to-use) ingredients per plant. A large patch of herbs or plants should only rarely be found by any alchemist player/character, with the usual "find" being limited to 1-4 (d4) plants of any given type.

*Rare Herbs: 5-10% (d6+4) chance for any special type.

Metals: Except for Mercury (25% chance) these substances are 90% available.

Elements: Rare Earths, Lodestone and Sulfur are usually 10-40% (d4x10) available.

Gemstones: 75% chance. Most jewelers and gem cutters stock all twelve types.

Animal Ingredients: 1-6% (d6) available. Certain types (like Unicorn horn, thread from a Ghost's shroud, etc.) are even rarer.

AVAILABILITY OF "ALCHEMICAL EQUIPMENT": Except for the devices marked by an asterisk (10% chance), these articles are usually well-stocked in guild houses, magic shops, alchemist's shops, etc. It is safe to say that the availability of such equipment is always at least 75%.

SELLING/BUYING ALCHEMICAL MIXTURES AND DEVICES

It is likely that at some point in time some of your players will want to purchase alchemical mixtures (such as Elixirs, Toxic Powders, etc.) from either a player/alchemist or a non-player-character alchemist. While it is up to the player/alchemist to determine the asking price in such transactions, for a N.P.C. alchemist you can use the following guidelines (with any modifications you feel are necessary):

Elixirs: 200 +10-100 (d10x10) G.P. each.

Toxic Powders: As above.

Compounds: 100 +10-100 G.P. Venoms, if available, may cost as much as 10x this amount.

Devices: Minimum 300 G.P. for those which can only be used by alchemists, with a Rod of Detection costing at least 2000 G.P. Prices for general-use items are consideraly less expensive.

Talismans: Generally not sold. When they are, the cost is usually at least 3000 G.P.

Potions: 400 +50-300 (5d6x10) G.P.

Dusts: 500 +50-300 G.P.

Standard Acid: 10-60 (d6x10) G.P.

Organic Solvent: 400+ G.P.

Inorganic Solvent: 800+ G.P.

Gasses: 600 +50-300 G.P.

Essences: Almost never sold, as they are too useful to alchemists. When they are, the cost may range from 10,000 - 100,000 G.P. (or more).

TOXIC POWDERS, ALCHEMICAL DUSTS, AND GASSES

Because of the area of effect which these substances have, a "to hit" roll is usually not necessary when they are being employed. The exception to this rule is that when such substances are contained in glass vials, an adjusted "to hit" roll may be needed to determine if the vial struck its target or an area hard enough to cause it to shatter.
Also note that these substances are often difficult to use outdoors, as they are quite susceptible to wind and weather conditions. The Game Judge is justified in checking weather conditions whenever these substances are to be employed outdoors. Use your game system's method of weather determination or use the table below:

Wind Velocity (dG)	Wind Direction (d8)
1-3 = calm	1 = North
4 = windy, gasses ineffective, +1 SAVES vs. Toxic Powders*	2 = South
	3 = East
5 = gusting winds, gasses, powders ineffective, +1 SAVES vs. dusts*	4 = West
	5 = N. East
6 = too windy to use any of these substances.	6 = N. West
	7 = S. East
	8 = S. West

VENOMS

The use of venoms is entirely up to the Game Judge's discretion, though some should be available to the enterprising player/alchemist in order to help insure his or her competitiveness with the other character types in your game. You may wish to limit the use of these toxins simply by making them very scarce or difficult to obtain. At the Judge's option, a single dose of some venoms may not be sufficient to achieve the desired results in all monsters. Certain creatures, due to their rugged constitutions and/or physical make-up, may be more resistant to toxic substances. This might also mean that for some monsters it will take longer before a venom (or any toxin) will take effect.

If blade venoms are used in your campaign, a single dose will be sufficient to effectively coat one or more of the following:

1. One sword of any size
2. One axe (2-handed)
3. Two hand-axes
4. Four spear or javelin heads
5. Six daggers
6. Ten arrows or crossbow bolts
7. Twenty war darts

Combinations are possible, of course, and this table can be used for comparison purposes with other (unlisted) weapon-types you may use in your campaign. Note that a venom "coating" will only last until the first successful hit that its wielder makes on a given target, after which the weapon will have to be coated again in order for it to have any further toxic effect.

HOMONCULI

Before any twelfth level "creation" experiments are begun, make sure you have received a copy of the player/alchemist's design and that you understand what the player is trying to achieve. Look over the description with the player, and if possible, make some sort of a sketch showing what the completely formed Homonculous is supposed to look like. As long as player/alchemists aren't trying to make a dragon from snake ingredients (or something equally ridiculous) and the dice are with them, then the Homonculous should turn out pretty much as planned. By the way, a Homonculous will never turn on its Master unless the "Chance of Success" dice-roll indicates this possibility. Homonculi are also immune to Control spells; poisons and potions will not effect them in any way (good or bad).

EXPERIENCE

When alloting experience points for alchemist-class characters, it is advised that the Game Judge use the following guidelines in conjunction with your game system's procedures:

1. When on an adventure, player/alchemists should be awarded experience points at a 1:2 ratio, i.e., one experience point given for every two actually earned. While this "penalty" may seem unfair at first glance, it is more than made up for by the fact that player/alchemists can earn a considerable amount of experience points while not on adventure. As an exception to this rule, the Game Judge might award full experience points in certain instances where the player/alchemist has been solely responsible for the demise or subdual of some fearful monster or being.

2. While not on an adventure, an alchemist can earn experience points by performing successful operations, with one important restriction: an alchemist may only earn full experience for performing operations which are comparable in level of difficulty to the alchemist's own level of ability. When performing operations of lower level than their own level of ability, alchemists only receive ½ of the total experience points for the given operation. In other words, a sixth level alchemist shouldn't be allowed to pick up easy experience points by making elixirs all day long.

Operations:	Experience Points
Create Elixir	50 x.p.
Create Toxic Powder	100 x.p.
Create Compound	200 x.p.
Create Device	300 x.p.
*Create Rod of Detection	400 x.p.
Create Talisman	450 x.p.
Create Potion	500 x.p.
Create Alchemical Dust	600 x.p.
Create Solvent	750 x.p.
Create Gas	1,000 x.p.
Create Essence	2,500 x.p.
Create Aqua Vitae	5,000 x.p.
Each Successful Construct	10,000 x.p.
Each Successful Homonculous	20,000 x.p.

*This is the only device which is worth 400 x.p.

THE LABORATORY

Unlike most of the other character-classes, alchemists need a workshop or laboratory in order to "ply their trade". The cost of such a laboratory, fully stocked with a large furnace, glassware and the vast array of necessary materials and equipment, is far beyond the means of the average beginning alchemist. This is no real obstacle, however, since the young alchemist can always:

1. Stay on with the Master whom he or she apprenticed under. All Master Alchemists will allow their former apprentices to stay with them so long as they consent to spend one week of each month working with the Master on his projects. During this week, the Initiate will have to do whatever the Master asks, and it is 95% likely the the young alchemist will be performing such menial tasks that no more than 1-100 (%d) experience points will be gained. So long as this obligation is fulfilled, the beginning alchemist will be allowed to use any and all of the lab's facilities. All ingredients will have to be supplied by the Initiate.

2. Rent lab space from the Alchemist's Guild. There is a 65% (+1-20%) chance that there will be such facilities in any large town or city, and a 50% chance (each week) that there is space available. Cost is 10 G.P. per month (+10 G.P. per level of the alchemist). This fee covers operating costs only, and does not include ingredients. The Guild will hold the alchemist personally responsible for any damage done to the laboratory. (See EXPLOSIONS.)

OWNING AND OPERATING A LABORATORY

As soon as an alchemist becomes established and has managed to raise a fair sum of money, he or she may wish to build or purchase a laboratory. Costs for such an operation will be as follows:

1. A solid, stonework building will cost 500 G.P. per 100 sq. ft. of lab "area". At least 200 sq. ft. will be needed.

2. The Furnace. Perhaps the most important part of the lab is the furnace, where the Alchemist's Fires must be kept burning at all times. A furnace will cost 300 (+10-100) G.P. to build and install. Once completed, it will take 1-4 weeks to "cure", after which the Alchemist's Fire may be started. The fire will have to be constantly attended (usually by a young assistant), and it will take an additional 1-4 weeks to get it ready. It will cost 100 G.P. per year to keep the Alchemist's Fire burning at the correct temperature, and there is a 5% chance (-1% per assistant employed in the lab) per month that the Fire will go out. Standard salary for a semi-skilled lab assistant is 100 G.P. a year.

3. The equipment cost of a laboratory is 2000 (+100-400) G.P. This includes all glassware, measuring, weighing, and distillation devices, storage shelves, tables, stools, braziers, reams of parchment, ink, etc. The laboratory is complete, and the only further expense will be a small fee to cover normal wear and replace broken glassware (10-40 G.P. per year).

THE ALCHEMIST'S FORMER MASTER:

Since all alchemists are considered to have spent eight years as an apprentice, it is naturally important that the judge have available some information on the alchemist's former Master. (Especially if the player/alchemist has elected to "stay on" with his Master for a time.)

The following table can be used to create the persona of the former Master, or simply be used as a guide.:

Race: Most alchemists are human, however, there are exceptions (Game Judge's option).

Sex: Pick one or roll d6: 1-3 = male, 4-6 = female.

Age: 50 +3d20 years of age if human. Non-human Masters will typically be in the "old" to "venerable" age category.

Ability Scores: All prime requisites are figured by adding 1-4 points to the minimum score for each ability. Roll the rest as per your game system or simply make them up.

Level: 10 +3-12 (3d4) levels.

Alignment: 90% of the time this will be the same as the former apprentice, who due to the "spiritual" nature of alchemy, has probably acquired similar moral standards as his or her Master.

Temperament: This is a very important factor, as it determines to a great extent just how helpful the former Master will be if the player/alchemist is seeking either consultation or some other sort of help. Roll d8 or pick one of the following:

1. = A fatherly/matronly figure: Available for consultation 60% of the time and anxious to help when able. There is a similar chance that this Master will give 1-4 drs. of any herb or animal ingredient if asked no more than 1x per month.

2. = Fairly helpful: Available 45% of the time for consultation, but is only 10% liable to provide a 1 dr. quantity of herb or animal ingredient.

3. = Absent-minded: 30% available, but 10% of the information is incorrect. 40% liable to provide 1-4 drs. of any common ingredient, but there is a 10% chance that any one of them has been incorrectly labeled.

4. = Dedicated: Always working. No time for long discussions, but a 20% chance this Master has time for a short discussion. 10% chance of getting 1 dr. of any common herb or plant.

5. = Preoccupied: 30% available to answer one question only. No time to give out free ingredients.

6. = Fanatic: 75% liable to be working and just as liable to become irate if disturbed. If not, a brief consultation is still only 50% likely (1-4 questions).

7. = Mystic: So wrapped up in the study of alchemy that it is only 10% liable that this Master will even hear his former apprentice speaking. Should this occur, however, it is 60% likely that one or two questions will be answered to some extent.

8. = Lunatic: This one has lost it. Liable to act as any of the above each time he or she is approached. (Roll d8 each time, ignoring a roll of 8).

Personal Wealth: Roll d4. Modify to fit your campaign if necessary. 1 = poor 1-10 G.P. 2 = fairly poor 10-100 (d10x10) G.P.; 3 = average 100 x(1-8) G.P.; 4 = wealthy 10,000 x(1-20) G.P.

Laboratory: One story building, 200 x (1-10) sq. ft. of space.

Ingredients/Devices/Mixtures on Hand: If available for consultation, the former Master may be willing to sell any ingredients, mixtures, etc. in order to raise money to further their experiments. Use the following figures to determine the likelihood of the former Master having any "extra" things on hand:

Alchemical Dusts - 30%	Essences - 0%	Metals - 40%
Compounds - 15%	Gasses - 20%	Potions - 40%
Devices - 10%	Gemstones - 10%	Rare Earths - 5%
Elements - 20%	Common Herbs/Plants - 65%	Solvents - 45%
Elixirs - 35%	Rare Herbs/Plants - 5%	Toxic Powders - 30%

*There is only a 1% chance that a former Master will have a spare Rod of Detection.

HIRELINGS

During the course of a player/alchemist's career, he or she will probably need to acquire the services of one or more hirelings. The following is a list of prices and general information concerning the most commonly used hirelings:

Assistants: Not to be confused with apprentices, these hirelings are basically unskilled or at best semi-skilled laborers. They are primarly used to watch the Alchemist's Fire and perform errands, cleaning, etc. If a player/alchemist owns his or her laboratory, then at least one assistant must be hired per each 200 sq. ft. of lab space. Note that if a player/alchemist who owns a lab doesn't hire such help, the work area will become so cluttered that the chance of success for all operations will suffer a cumulative -1% penalty per month. Salary for an assistant is usually 100 G.P. per year.

Engineer: Similar to an architect in ability, an engineer can be hired to design and draw up plans for any construct. The fee for an engineer is usually 200-500 (d4+1x100) G.P. per job.

Tinker: These skilled metal workers can be hired to assist in the building of any metal Construct. Salary is a minimum 100 G.P. per week.

Sculptor: Many "interesting" possibilities are inherent in the hiring of a sculptor, depending on how sadistic the Game Judge is. All sculptors tend to view their work as art (rightly so), and tend to be moody, which could set time tables back a week or two. If the Game Judge is really cold-hearted, a sculptor might even quit in the middle of a project if he or she was insulted, unhappy with the working conditions, etc. While you could have a lot of fun with such a N.P.C., you shouldn't get carried away at the expense of one of your players. Prices for hiring a sculptor may be quite high, and 1000-20,000 (d20x1000) G.P. might even be a minimum price to bid for such an artisan, depending on his or her reputation and/or talent.

APPRENTICES

When a player/alchemist has reached the 10th Level, he or she is considered a Master Alchemist, and as such, will begin to attract candidates for the position of apprentice. Judges should note the following:

1. There is a 20% chance each week that an applicant will call on the new Master.
2. Applicants will generally not have any special equipment or abilities, however:
   a. At least 50% of all applicants will be obviously unqualified for the position due to a lack of intelligence, dedication, etc.
   b. 20 % will have the combat capabilities of a 1st level fighter.
   c. 10% will be from wealthy families, and therefore offer to pay their room, board, and expenses (which will otherwise cost the Master 100 G.P. per year).
   d. 5% will have dabbled (1st level ability) in magic prior to their deciding to study alchemy.
   e. 5% will be out and out frauds who will lie about their qualifications.
   f. 2% will be either thieves (1st level) or "suspicious" characters.
3. The maximum number of apprentices a Master can keep employed is one for every 200 sq. ft. of lab area.
4. The advantages of having apprentices are as follows:
   a. Apprentices can accompany their Master on adventures, perform errands, do menial labor, etc. and (generally) will never complain as long as they are learning something.
   b. Each apprentice will gather common herbs and plants for the laboratory at the rate of 4-24 (4d6) dr. (random types) per week, depending on what the local terrain consists of.
   c. Each apprentice will add 2% to the Master's chance of success (by making the Master more efficient and taking care of minor procedures and preparations) for the following operations: mixing Compounds, making Devices, Potions, Dusts, Solvents, and Gasses.
5. Apprentices who have served for a minimum of eight years can become 1st Level alchemists, and may elect to stay on with their Master for an additional 1-4 yrs.

Alchemist and Tinker with Iron Golem

ALCHEMISTS AND WIZARDS

Alchemists have a long tradition of associating with wizards, so much so that they themselves have often been thought of as sorcerers. While this is seldom the case, it is true that alchemists and wizards occasionally work together. Their different abilities complement each other quite well, and many types of high-level magic users are able to concoct potions, dusts, and certain other substances. Therefore, it is understandable that alchemists have mistakenly been regarded as magic users, for in some alchemical operations, magic and "projection of will" are merely two different ways of achieving the same ends. So it is that wizards can assist alchemists by casting spells and "enchanting" alchemical bases and/or ingredients. This will allow an alchemist to create the following mixtures and items in half the time it would normally take:

1. Rod of Detection
2. Talismans
3. Potions
4. Dusts
5. Magic items made from the essences of Copper, Silver, Gold, and Platinum
6. Constructs (the base only)
7. Homonculi

These are only the operations wherein such collaboration is possible, though there are other instances where alchemists and wizards may aid each other, of course. As a rule, the cost of hiring a wizard to assist in an operation will never be less than half the worth of the completed project.

Incidentally, the same rule applies to any instance where a wizard (or anyone else) wishes to hire an alchemist.

Witches and warlocks (of seventh level and higher) are also able to create certain alchemical mixtures, but are limited to the following substances: Elixirs, Powders, Potions, and Magical Dusts. In lieu of Rare Earths, these characters use an unusual base created from herbs, roots, and various types of mushrooms. This base (called Witch's Brew) requries one full day to gather and prepare the necessary ingredients, per dose. No Elixir Powder, Potion or Magical Dust can be made without the addition of Witch's Brew, and no witch or warlock will ever reveal the secret of its making, on pain of death. Due to the primative nature of Witch's Brew, the time needed to prepare any of the above-mentioned substances is doubled, CHANCE OF SUCCESS is reduced by -10%, and CHANCE OF EXPLOSION (where applicable) is doubled. A witch or warlock can find the necessary ingredients for Witch's Brew in any forrest or wooded area. Alchemists cannot work together with a witch or warlock, as their methods are totally different and incompatible.

EXPERIMENTATION AND THE CREATION OF NEW SUBSTANCES AND ITEMS

Sooner or later, a player/alchemist will probably wish to "invent" a new substance which has not been listed in this supplement. This is perfectly allowable but can be done only through Research and Experimentation. The procedure is as follows:

1. Have the player/alchemist submit a detailed written description of what the new substance or item is, what it does, what ingredients the formulae calls for, and what procedures will be necessary.
2. Compare the player/alchemist's written description with the lists of substances, ingredients, etc. found in the text. If the "invention" is similar to an existing substance or item (such as a new type of Elixir, Potion, Gas, etc.), the amount of research which will need to done is one week per level required to make such a substance. For instance, if a new type of Elixir is to be invented, only one week of research is needed; for a Potion, six weeks would be needed, and so on. If the invention is either very complex or completely unique, then it sould automatically be considered as a twelfth level+ substance when determining research time. During the time an alchemist is involved in research, he or she cannot perform any other operations. Research can, however, be interrupted and resumed at a later date without incurring any penalty.
3. Once the research period is complete, experimentation may begin. Add one week to the usual time it takes to create whatever substances the "invention" is most similar to. This is the amount of time which then must be allowed for experimentation. (Unlike research, experimentation cannot be interrupted, or the alchemist will have to begin all over again.) At the end of the experimentation period, percentage dice are rolled*; chance of success is the alchemist's Intelligence Score x3%, ± these modifiers:
   a. -1% for each level of difficulty of the invention.
   b. +1% for each level of ability of the alchemist in excess of the level of difficulty of the invention.

*Don't forget to determine if there is a chance of explosion involved in the experiment.

Wizard and Alchemist

EXPLOSIONS

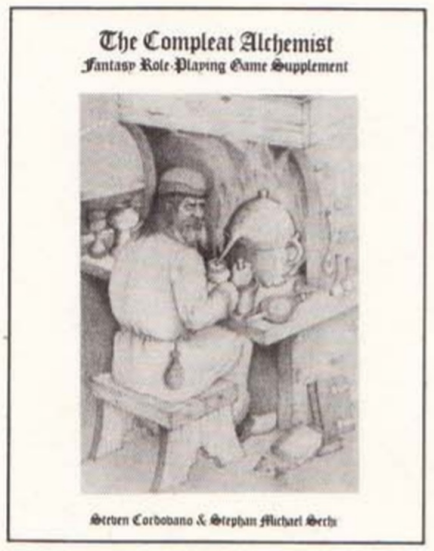
Anytime a "Chance-of-Success" die roll indicates an explosion has occurred in the laboratory, use this table to determine the extent of damage to persons and/or property. Roll percentile dice (no modifiers of any sort).

DIE ROLL	RESULT
0-50%	MINOR EXPLOSION: No one was injured, and only 10-100 (d10x10) G.P. worth of damage was done to some of the equipment. The Lab may still be used, but the experiment in progress is ruined.
51-79%	EXPLOSION: Anyone within a 20' radius of the experiment will suffer 1-12 points of damage, and 100-1000 (d10x100) G.P. worth of damage was done to the lab. One week will be needed to effect repairs.
80-95%	COSTLY EXPLOSION: Anyone within a 40' radius of the experiment will suffer 3-24 (3d8) points of damage. (Double this figure if universal solvent positive or negative was being used at the time.) The laboratory has taken 1000 +100-2000 (d20x10) G.P. worth of damage and will take 2-5 (d4+1) weeks to repair.
96-100%	CATASTROPHIC EXPLOSION: Anyone within a 100' radius of the experiment will suffer 5-50 (5d10) points of damage. (Double this figure if universal solvent positive or negative was being used.) The alchemist's furnace has been destroyed, and an additional 2000-5000 (d4+1x1000) G.P. worth of damage has been done to the laboratory (structural damage to walls, ceilings, etc.).

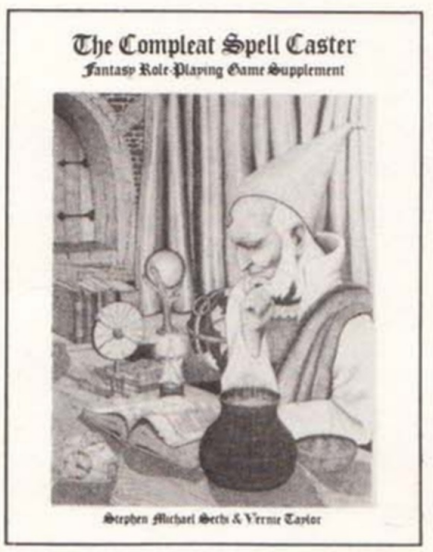
More than just 'roll'-playing

EXPERIENCE THE BEST IN ROLE-PLAYING WITH

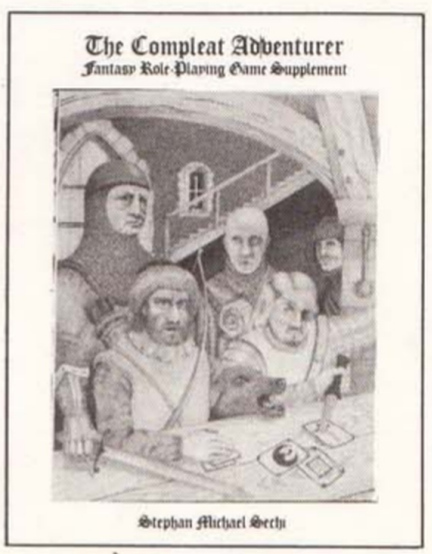
the Compleat Fantasy Series



The Compleat Alchemist
The authoritative guide to Alchemy, containing formulae for the creation of elixirs, powders, potions, dusts, and gasses. Also new information on the creation of golems, homonculi, machina, and advanced operations such as: wind ships, crystal balls, and magic mirrors, etc.
Retail Price: $7.50



The Compleat Spell Caster
Four new classes of spell casters, including: the witch, mystic, necromancer, and sorcerer. Plus new information on the hierarchy of demons, familiars, runes, symbols, circles of protection, magic items, and much more.
Retail price: $7.50



The Compleat Adventurer
More new character classes, including the beastmaster, bounty hunter, buccaneer, gladiator, harlequin, knight, martial artist, rogue, and others. . .A wealth of information for the avid player or game judge.
Retail Price: $7.50

The Compleat Fantasy Series of supplements features many new and exciting character classes, spells, and magic items for the experienced player or game judge. Easily adapted to most fantasy role-playing systems, these supplements can be used to add variety to any on-going campaign.

Available at finer hobby stores or send $7.50 + 50¢ postage per book to:
Bard Games, P.O. Box 7424, Greenwich, CT 06836

Now Available at Waldenbooks

Bard Games
Where Fantasy Becomes Reality

Foreign buyers please send checks drawn on U.S. banks.

The Compleat Alchemist

Essential Rules for the Alchemist
As a Player or Non-Player Character
Adaptable to Most Fantasy Role-Playing Games

Includes:
Character Class Prime Requisites
Detailed Explanation of Level-by-Level Alchemical Operations
Game Judge's Notes
List of Alchemical Supplies, Inventory List
Charts for:
- Common Herbs
- Rare Herbs
- Rare Ingredients
- Metals and Elements
- Gemstones

Compleat Formulae for the Creation of:
- Elixirs
- Toxic Powders
- Compounds
- Devices
- Talismans
- Potions
- Dusts
- Solvents
- Gasses
- Essences
- Magic Items and more . . .

Bard Games
Bard Games
Greenwich, CT 06830